

PSM

UNOFFICIAL.
UNBIASED.
UNRIVALED.

AMERICA'S
BEST-SELLING
PS2 MAG!

Mortal Kombat V: **EVERY FATALITY!**

PLUS: We reveal the
Coolest Koffins
in our Krypt Guide!

NBA **STREET 2**

1st Hands-On:
Alley-Oop off
their **heads!**

Devil May Cry 2: **LUCIA CUTS LOOSE**

First Sexy Screens!

TOMB RAI

10 hours alone
with the new Lara:
is **Tomb Raider**
back on track?

FIRST WORD: Square's **SHOCKING** announcement!



89

DRAGON-BALL Z

BATTLE SECRETS that will
make you **UNBEATABLE!**



17

VIRTUA FIGHTER EVOLVES

FIRST LOOK at the sequel
to PS2's top fighter!



26

MONSTER MASH

FULL REVIEW of Sony's
surprise smash hit!

PLUS Star Wars
Rygar • True Crime
High Heat • Primal

future

7148603832 0

ISSUE 68 • FEBRUARY 2003 • VOL. 7

\$4.

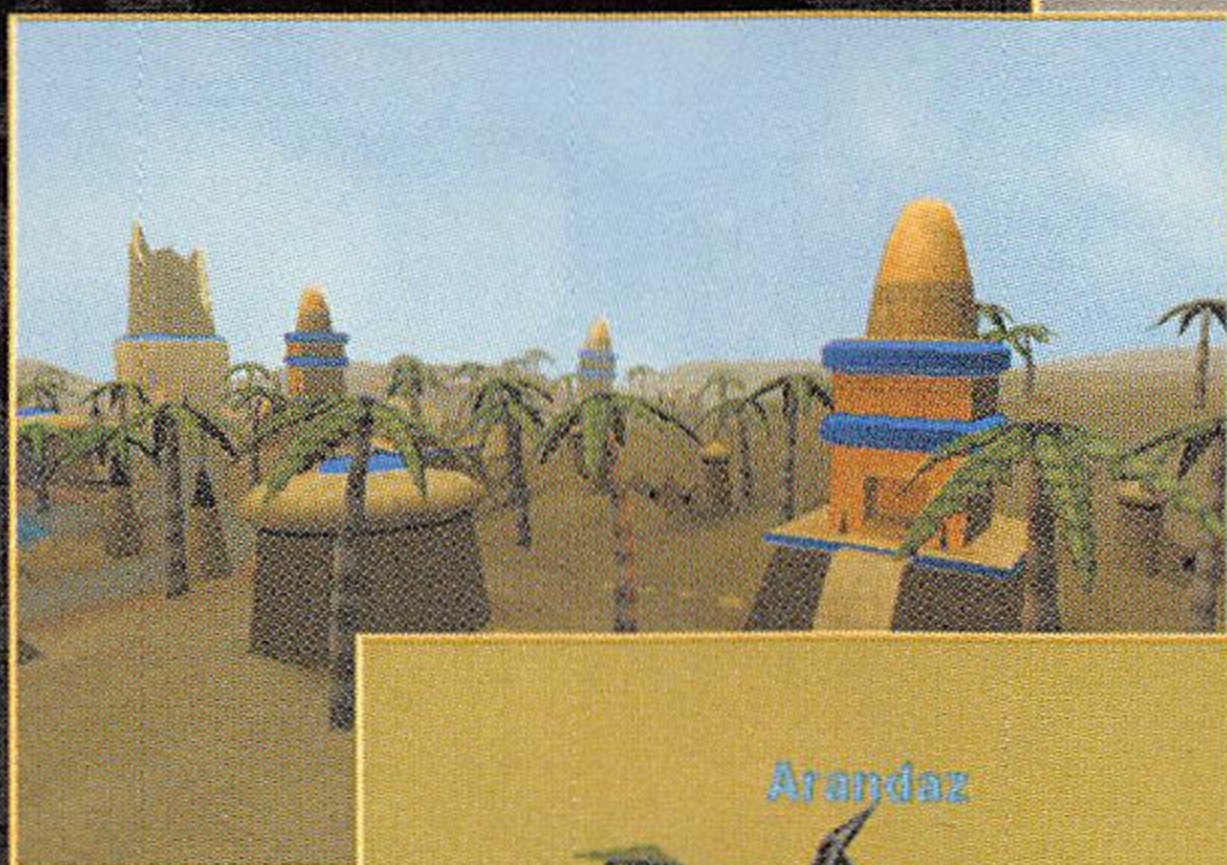
ONE FANTASTIC WORLD.



EVERQUEST[®] —ONLINE— ADVENTURES[™]



Meet and team up with players worldwide in massively multiplayer online adventures.



Customize your character's name, face, armor, abilities, race and class—from barbarian warrior to elfin wizard.

Buy, sell and trade magical swords, spears, armor, shields and more.

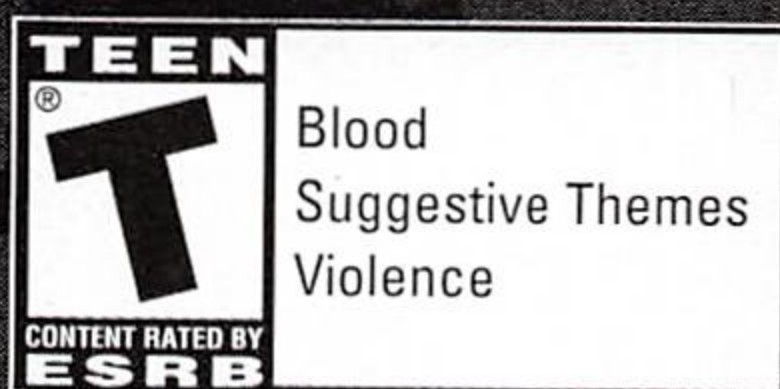


Master spells, combat skills and special moves, growing in power as your character progresses.

Join thousands of players online as you design and build a hero in the mystical land of Norrath—a persistent, role-playing world alive with adventure and excitement. Conquer challenging quests, battle a multitude of monsters and interact with thousands of others in the online adventure of a lifetime.



PlayStation[®]2

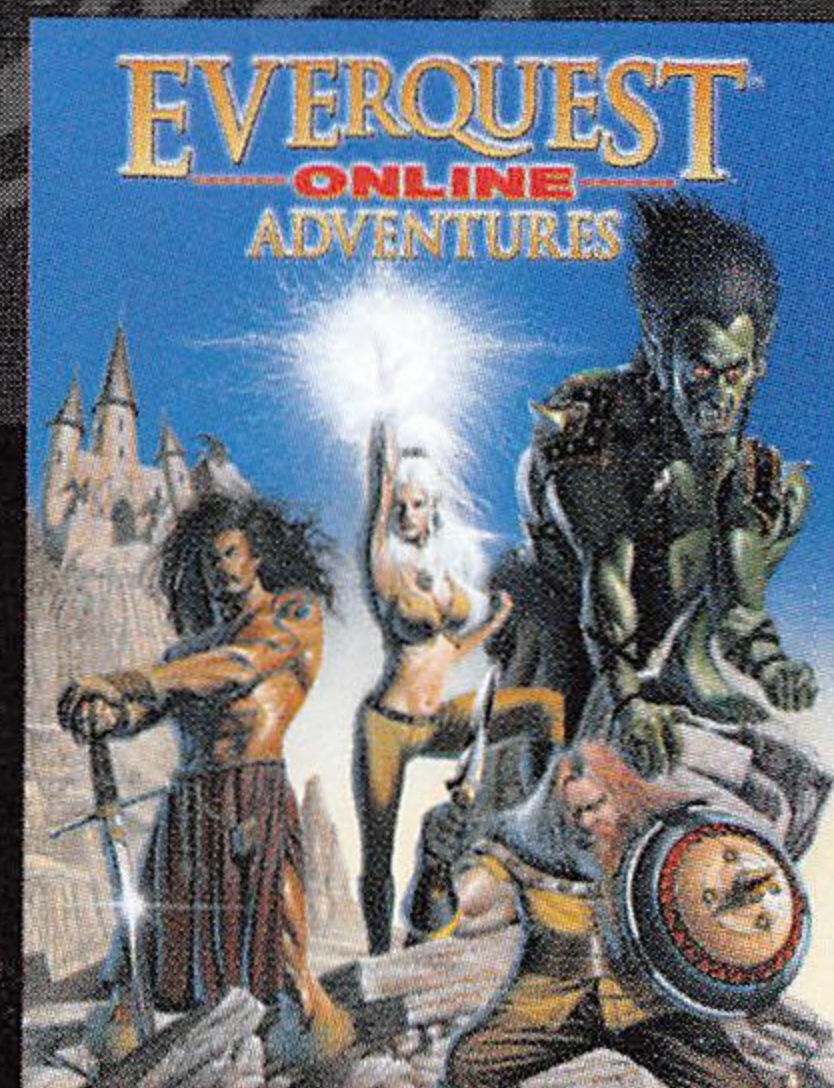


Game Experience May Change During Online Play.



www.everquest.com/eqoa

INTERNET CONNECTION REQUIRED.
ADDITIONAL SUBSCRIPTION FEES REQUIRED.



Online play requires Internet connection and Network Adaptor (sold separately). EverQuest is a registered trademark and Online Adventures and the Online icon are trademarks of Sony Computer Entertainment America Inc. SOE and the SOE logo are registered trademarks of Sony Online Entertainment Inc. © 2002 Sony Computer Entertainment America Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment America Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks are properties of their respective owners.

UNLIMITED ADVENTURES.
THOUSANDS OF PLAYERS.





EVERQUEST
ONLINE
ADVENTURES

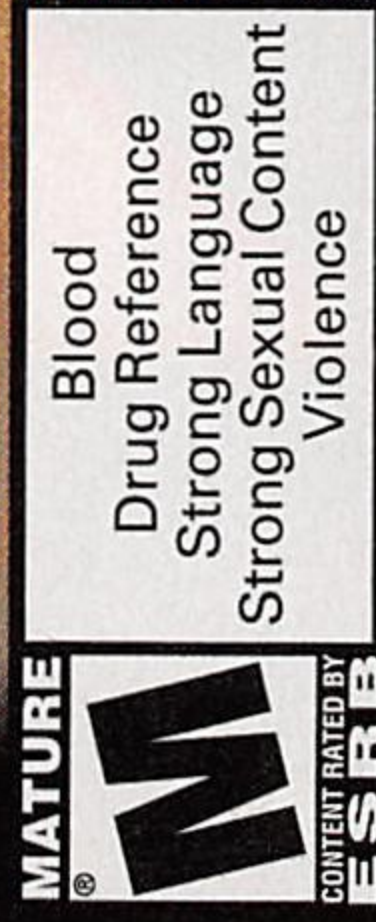
www.playstation.com

"Sex! Drugs! Murder! Just what the Doctor ordered!"

— The Source

The GTA V

SONY COMPUTER ENTERTAINMENT AMERICA PRESENTS A TEAM SOHO PRODUCTION STARRING DON KEMBRY RICKY HARDS ANNA EDWARDS MICHAEL PRESTON JOE RICE
DIRECTORS OF PROGRAMMING WILLIAM BURDON AND NARESH HIRANI DIRECTOR OF ANIMATION GAVIN MOORE ART DIRECTION SAM COATES AND RAVINDER SINGH PRODUCTION DESIGN SIMON WOOD
WRITTEN BY BRENDAN MCNAMARA AND KATIE ELLWOOD ORIGINAL SCORE ANDREW HALE GAME DESIGN CHUN WAH KONG DIRECTED BY BRENDAN MCNAMARA



PlayStation 2



LIVE IN YOUR WORLD.
PLAY IN OURS.

AVENGE HER PAST. DISCOVER HER

Dark Angel is the story of Max, a genetically enhanced soldier, who cunningly fights to reclaim her manipulated past and avoid capture through the underground landscape of post-apocalyptic Seattle.

- Original story progresses beyond the television series and features voice-overs by Jessica Alba and Michael Weatherly.
- RAGE System: Unleash over 50 fighting moves by unlocking the soldier within Max.
- Stealth Mode: Utilize unique evasive moves, plus enhanced vision.

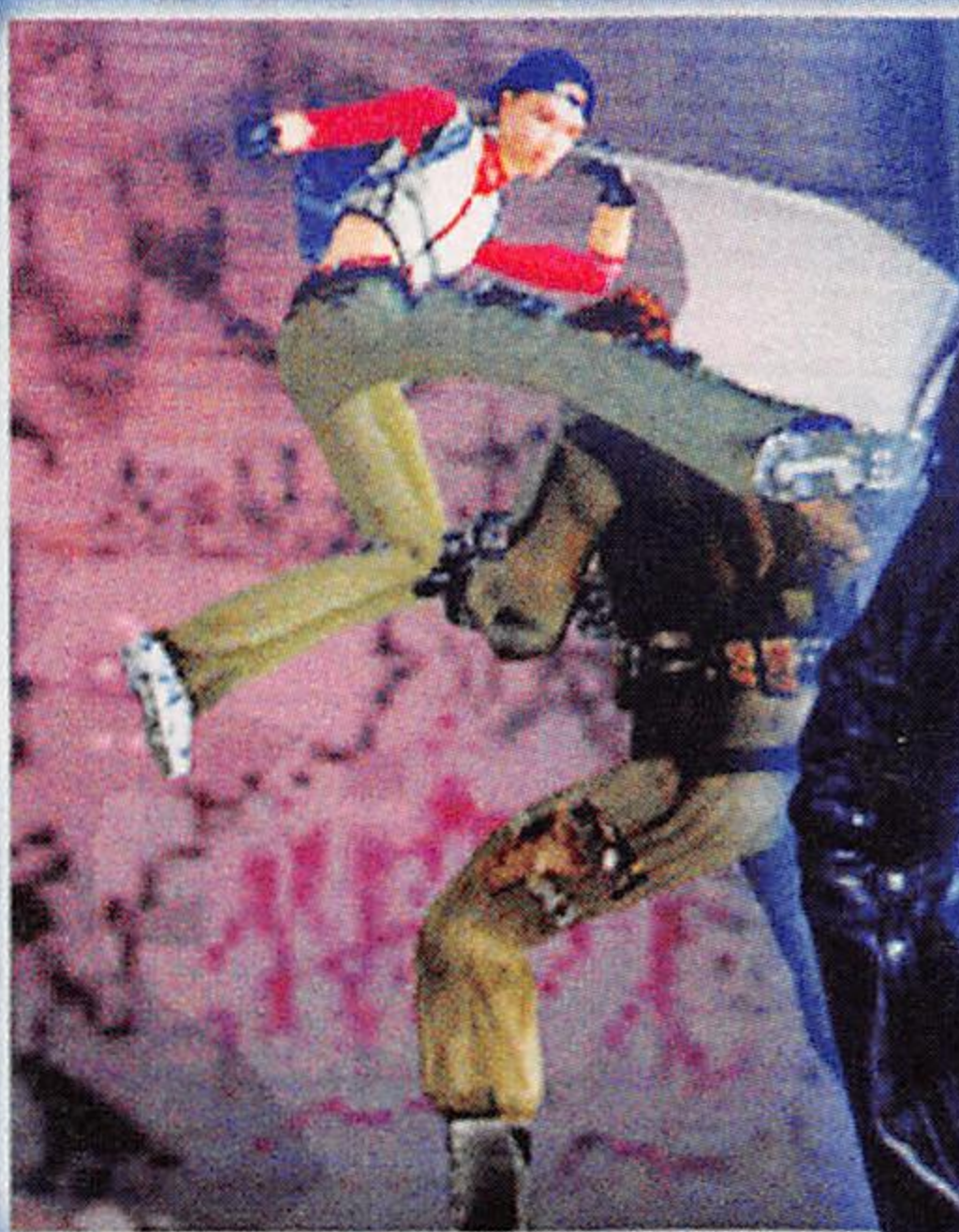
J A M E S C A DARK

DARKANGEL.SIERRA.COM

AVAILABLE



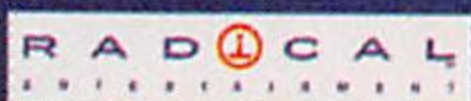
PlayStation®2



FUTURE.

MERCH - ANGEL

NOW



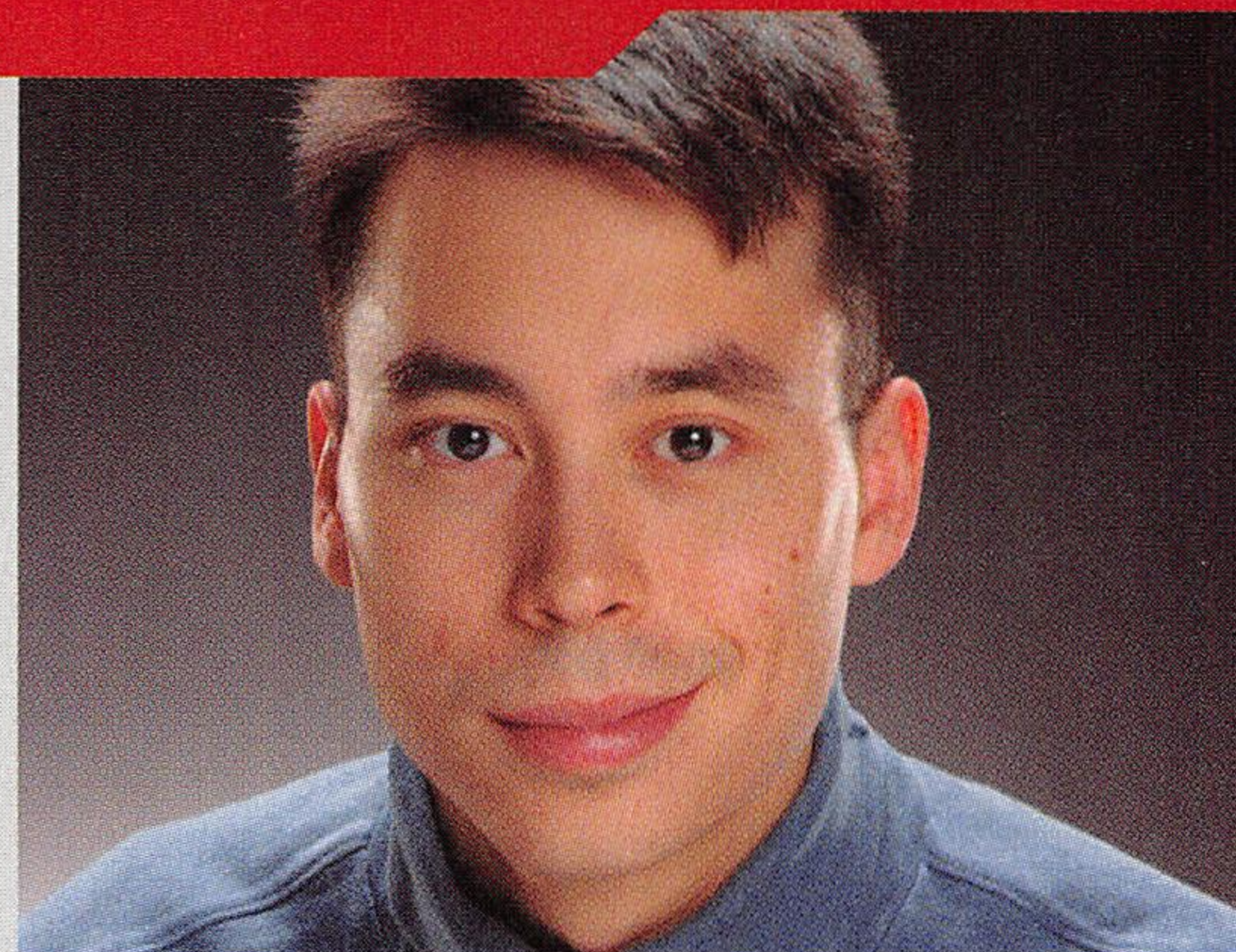
Violence

EDITOR'S LETTER

Lara Croft is back and love is definitely in the air...

Has another month gone by already? It seems like only yesterday that we were scaring the pants off of *Resident Evil* fans. Considering this is February, however, and that Valentine's Day is here, we couldn't help but show a little love to all you *Tomb Raiders* out there. It's been more than six months since we last checked in on Lara Croft, so it was obviously time for a little raiding of our own. We infiltrated Eidos head-

quarters and did everything, and we mean everything, necessary to get the full scoop on *The Angel of Darkness*. Why was the game delayed? Would it still live up to our expectations? These questions and many more were answered with our intense "hands-on" session with the game. We made Lara do everything we could think of, and even a few things that are still considered illegal in many states. In the end, though, we left satisfied. Turn to pg. 40 and you will be, too. **STEPHEN FROST**



STEPHEN FROST Senior Editor

LIKES: Adventure games, platformers, RPGs and Fighters

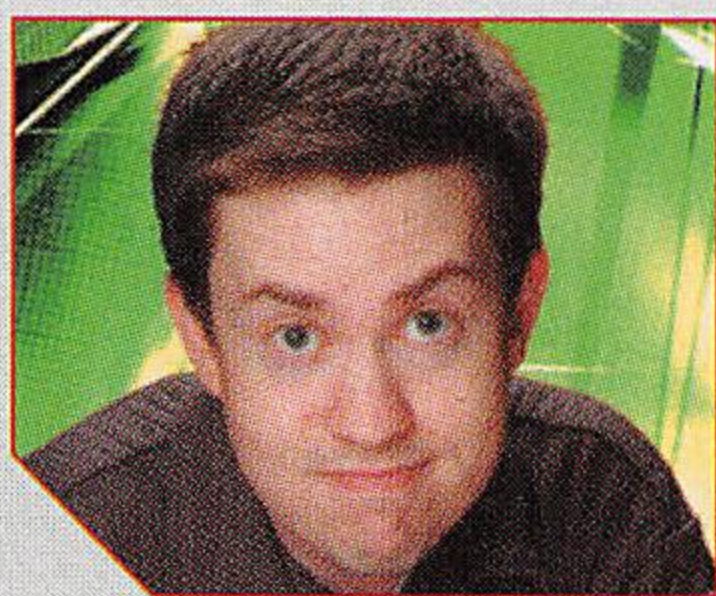
HOBBIES: Collecting DVDs, cat wrestling, and sleeping in late

Your Valentine's Day plans?

I think a romantic night, in front of the fireplace, with a handful of Victoria's Secret models should do the trick. Just kidding, honey... put down that knife... Honey!

MEET the TEAM

Ever wonder what a crack team of videogame journalists looks like? ...Aw, c'mon folks, just work with us a little, here...



RANDY NELSON
REVIEWS EDITOR

LIKES: Shooters, Racers
HOBBIES: Penguin Watching

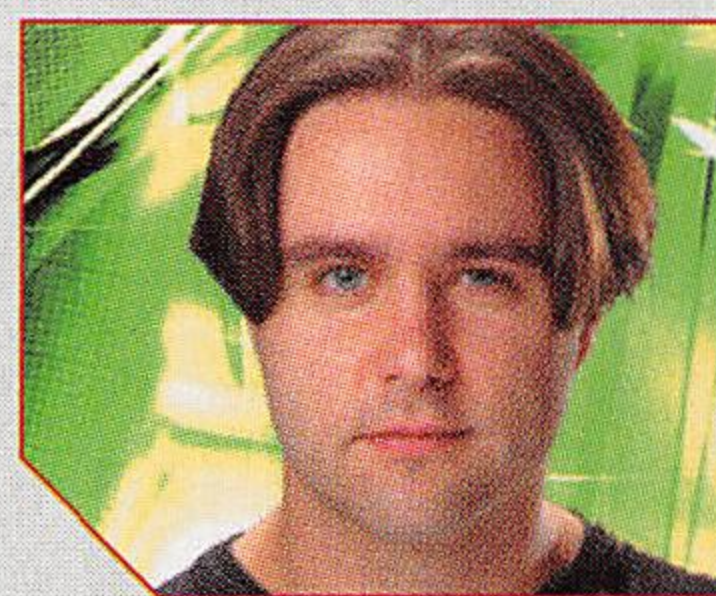
Your Valentine's Day plans? I'll take my wife to her favorite restaurant, go dancing, then wait for the end-of-level screen to tally up my "good hubby points."



BILL DONOHUE
MANAGING EDITOR

LIKES: polish-pope.com
HOBBIES: Selling CDs!

Your Valentine's Day plans? Well, seeing as how it's on a Friday this year, I'll probably just celebrate being single with a few cold ones. No alimony here...



ERIC BRATCHER
ASSOCIATE EDITOR

LIKES: RPGs, Weird Imports
HOBBIES: Being Mr. Romantic

Your Valentine's Day plans? Oh yeah, like I don't realize that my wife conned you into asking that. Nice try, sweetie, but you'll have to wait until Feb. 14th.



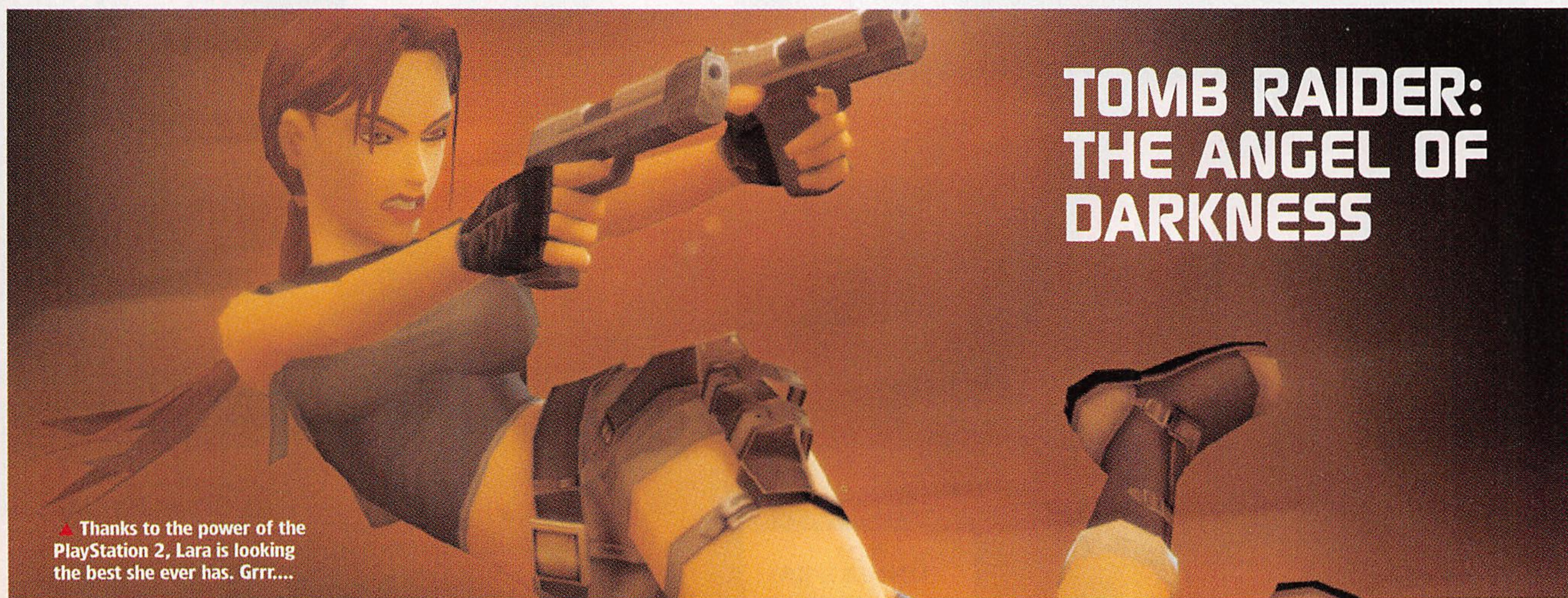
GARY LIEW
ASSOCIATE ART DIRECTOR

LIKES: Flowers
HOBBIES: Daisy BBQs

Your Valentine's Day plans? Who is this Valentine and why is he getting a day? When is it Liew's Day? I need a day off, I am telling you! I need Liew's Day!

ON THE COVER

Despite the delay, *The Angel of Darkness* is still one of our most anticipated titles. After hours of playing it, we can honestly say that it looks amazing and plays beautifully and that's even before you get past the main title screen. There's still a lot of work to be done on it, but odds are the game will end up as one of the best of 2003.



TOMB RAIDER: THE ANGEL OF DARKNESS

▲ Thanks to the power of the PlayStation 2, Lara is looking the best she ever has. Grrr....



ENTER THE MATRIX
 WRITTEN AND DIRECTED BY LARRY AND ANDY WACHOWSKI
 5/15/03



Enter The Matrix © 2002 Infogrames, Inc. under license from Warner Bros. All rights reserved. The Atari trademark and logo are the property of Infogrames. Windows is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners. Manufactured and marketed by Infogrames, Inc. New York, NY. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. All Rights Reserved.

MATRIX, ENTER THE MATRIX, characters, names and all related indicia are trademarks of and © Warner Bros. WBIE LOGO: TM & © Warner Bros. (S02)



Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

PlayStation 2



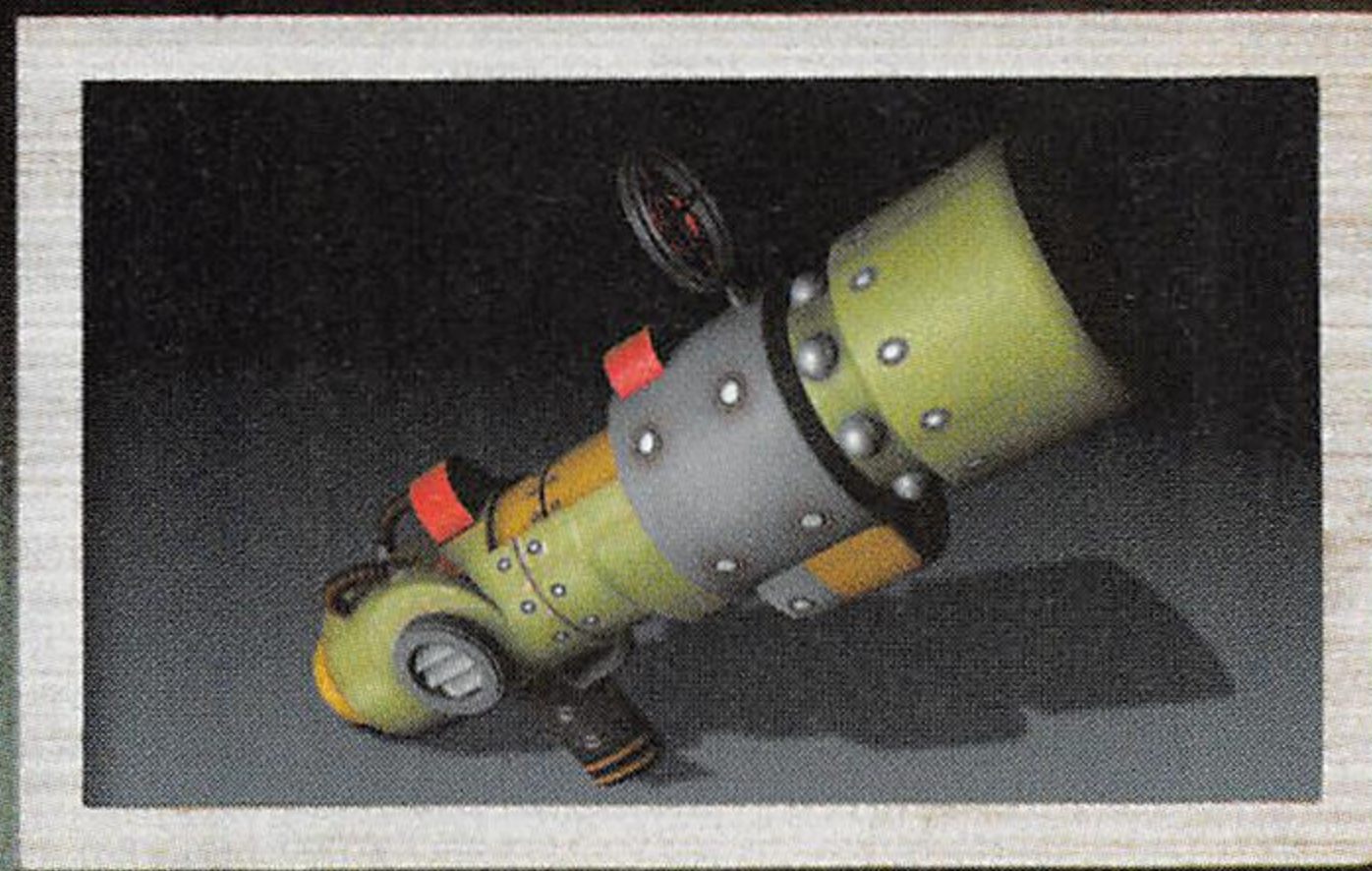


LIVE IN YOUR WORLD.
PLAY IN OURS.™



R.Y.N.O.

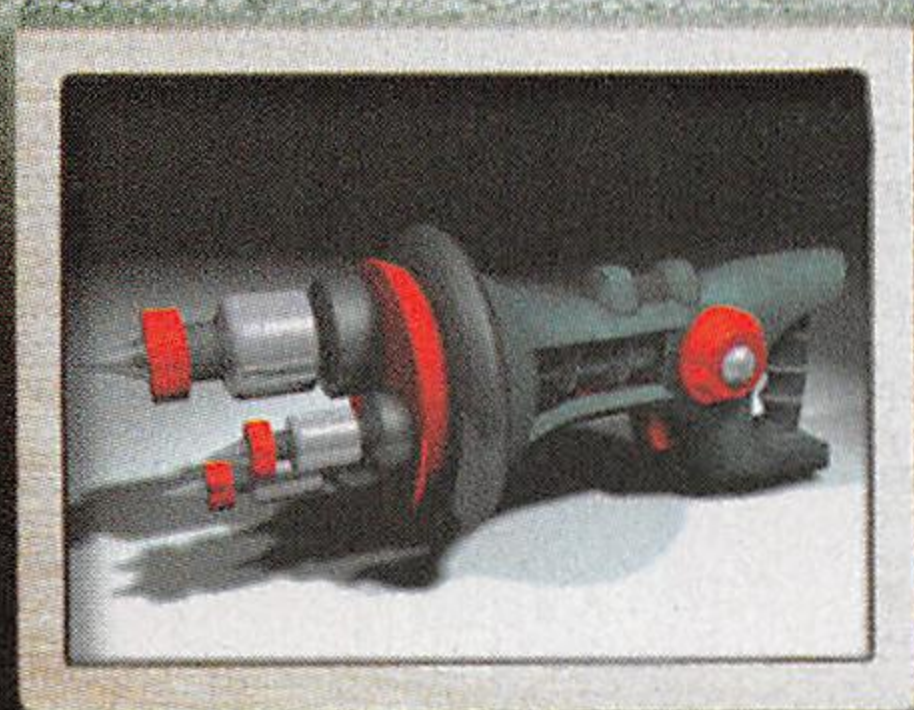
IT STANDS FOR RIP YOU A NEW ONE.
GET IT?



DEVASTATOR

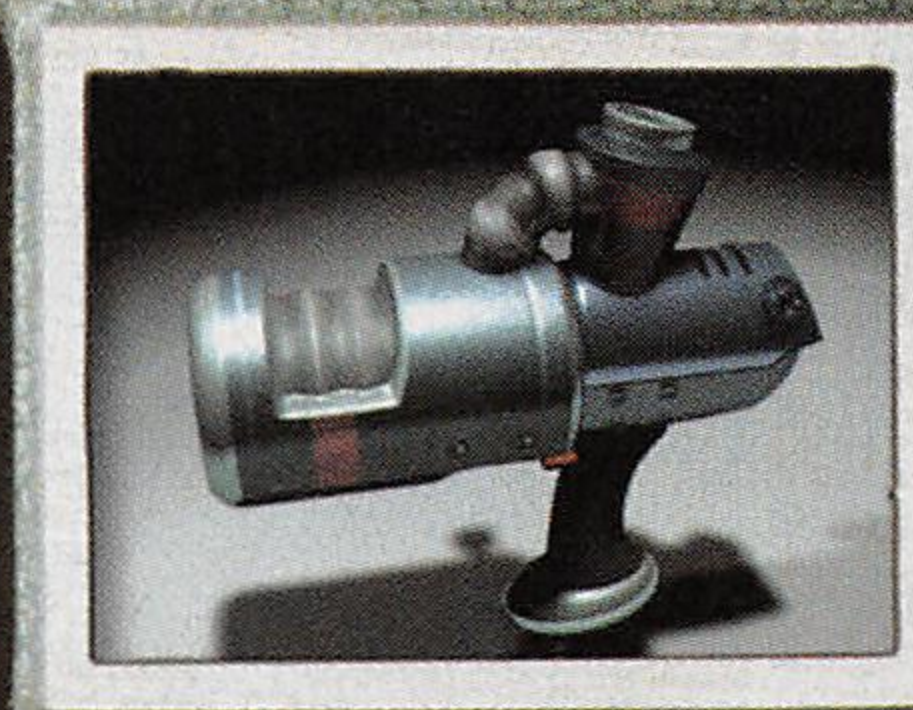
COME ON, IT'S CALLED THE DEVASTATOR.
WHAT DO YOU THINK IT DOES?

ONE GIANT STEP BACK



TRESPASSER

YOU NO LONGER HAVE TO PAY
ATTENTION TO THOSE
"NO TRESPASSING" SIGNS.



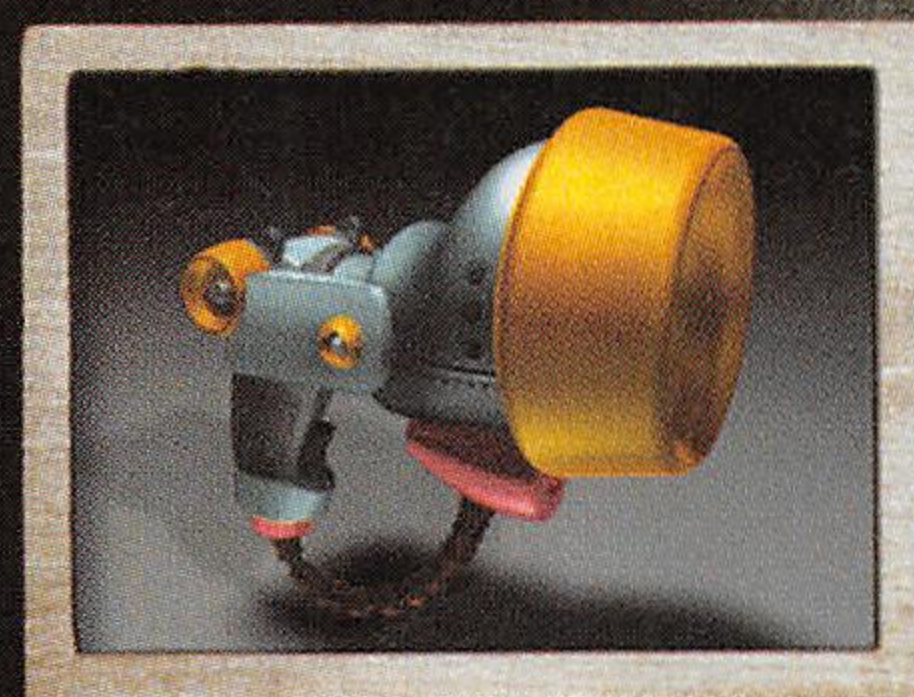
BLASTER

IT'S RAINING BULLETS AND SOMEONE
FORGOT HIS UMBRELLA.



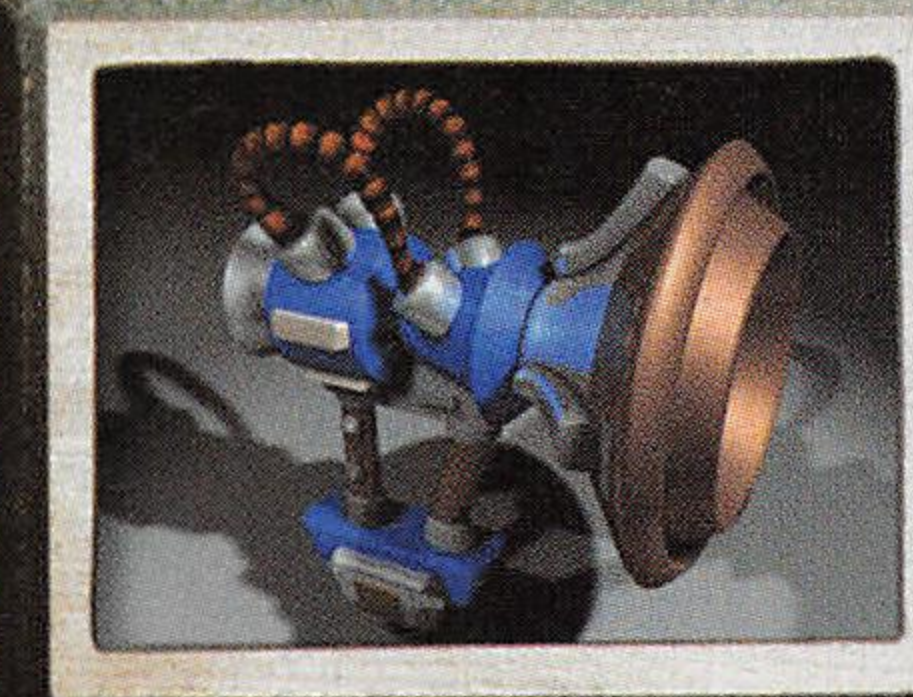
TESLA CLAW

LET'S JUST SAY THE RESULTS
ARE NOT PRETTY.



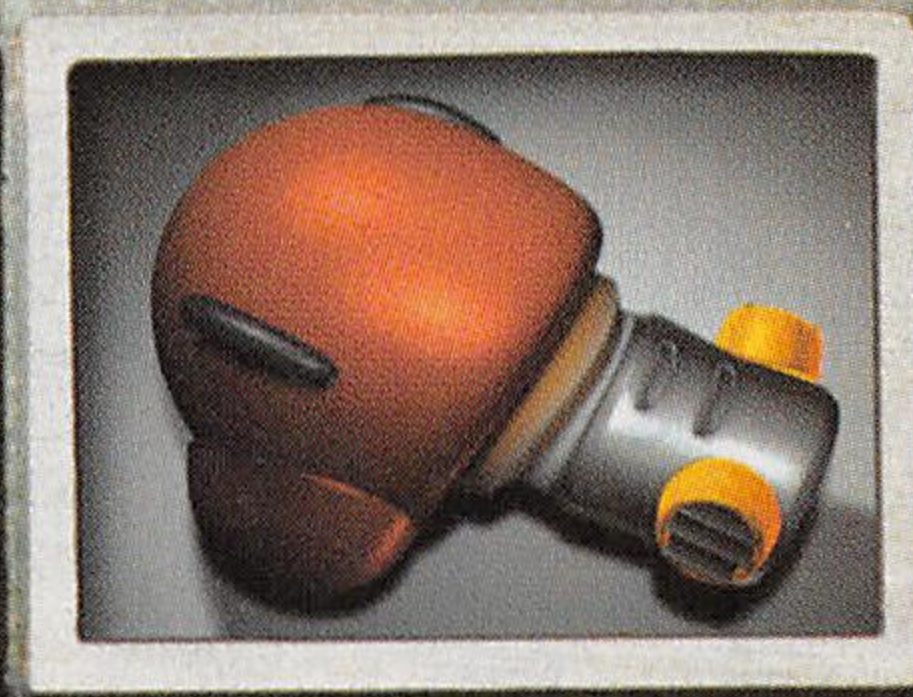
MORPH-O-RAY

DID SOMEBODY
ORDER CHICKEN?



TAUNTER

"YOUR MOMMA IS SOOOO FAT,
NO, REALLY, SHE IS."
SEE? TAUNTING IS FUN.

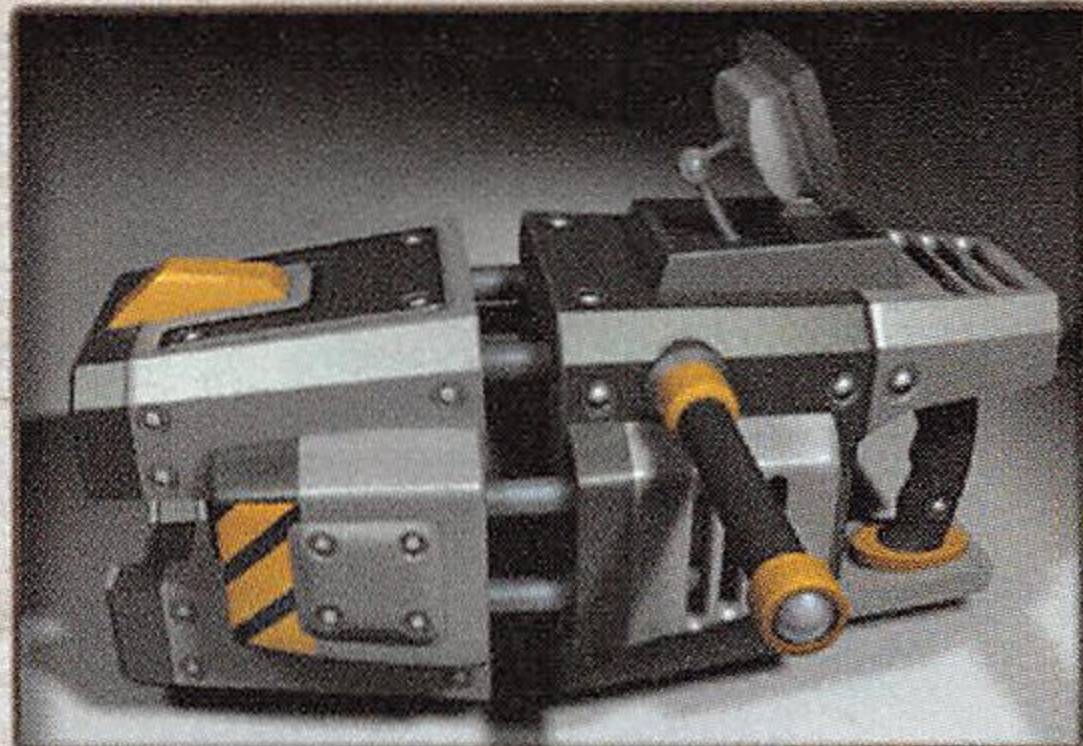


WALLOPER

KNOCK YOUR ENEMIES
INTO NEXT WEEK.

INSOMNIAC
GAMES

www.playstation.com Ratchet & Clank is a trademark of Sony Computer Entertainment Inc. Created and developed by Insomniac Games. © 2002 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a trademark of Sony Computer Entertainment America Inc.



VISIBOMB

REMOTE CONTROLLED MISSILE WITH A MOUNTED CAMERA THAT GUIDES IT STRAIGHT INTO YOUR ENEMY—SAY CHEESE.



PYROCITOR

WOULD YOU LIKE YOUR ENEMIES MEDIUM OR WELL-DONE?

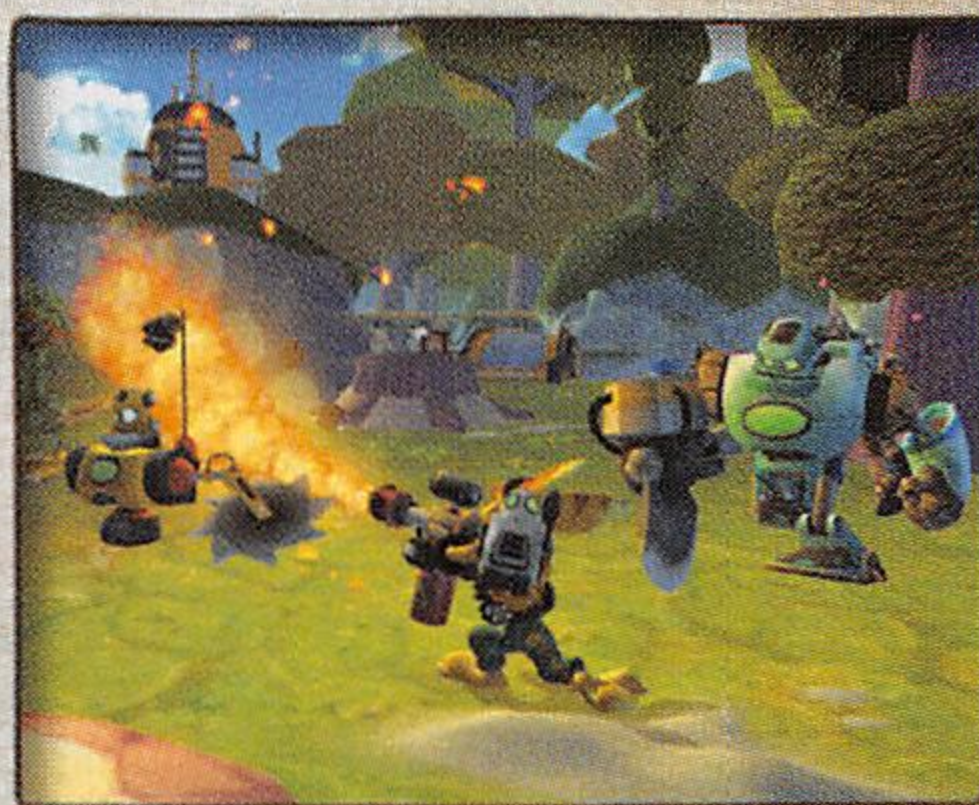


HYDRO DISPLACER

FISH OUT OF WATER!
FISH OUT OF WATER!

WARDS FOR MANKIND

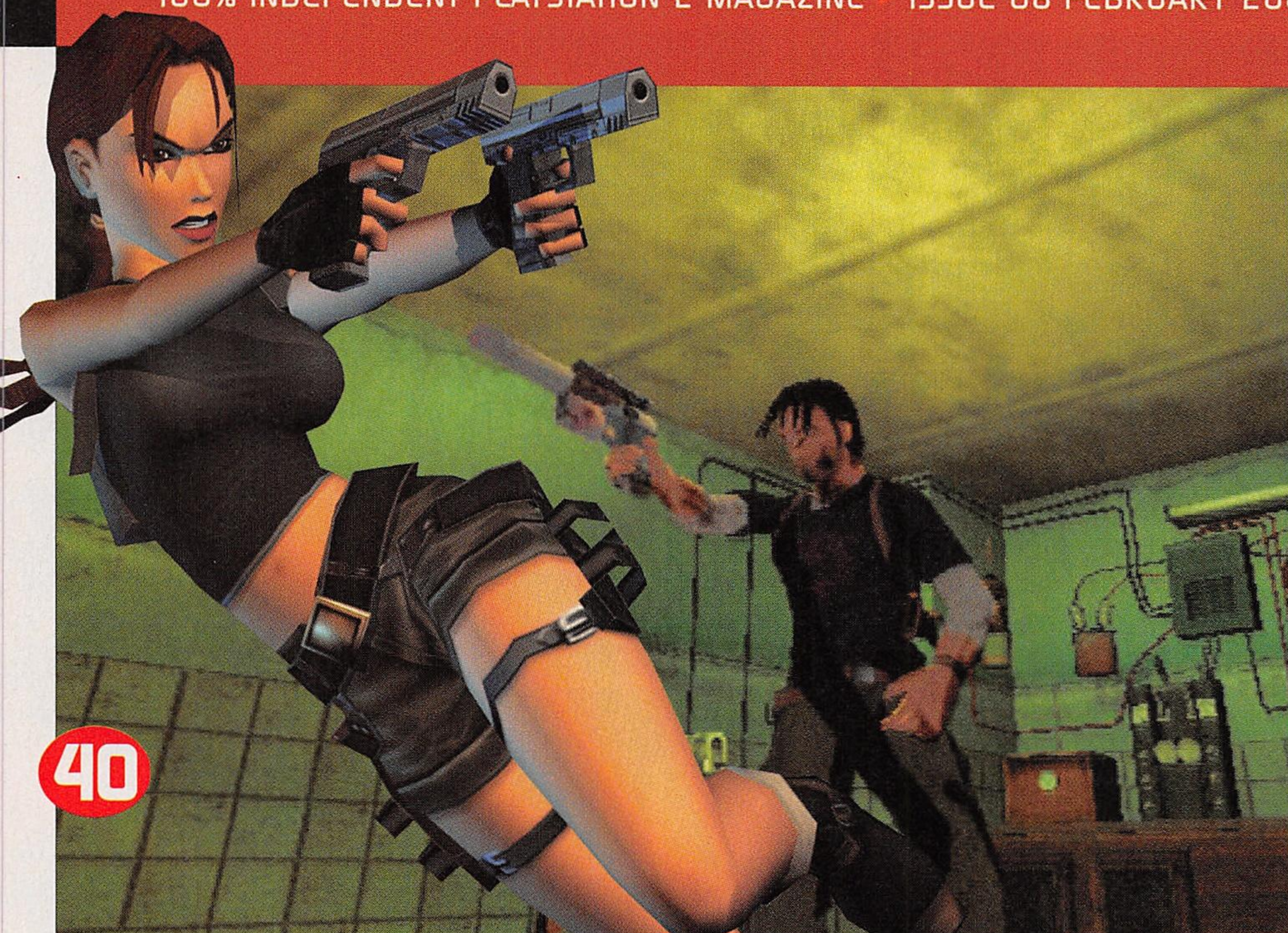
RIP THE GALAXY A NEW ONE.
YOU DECIDE HOW.



PlayStation®2



Mild Violence



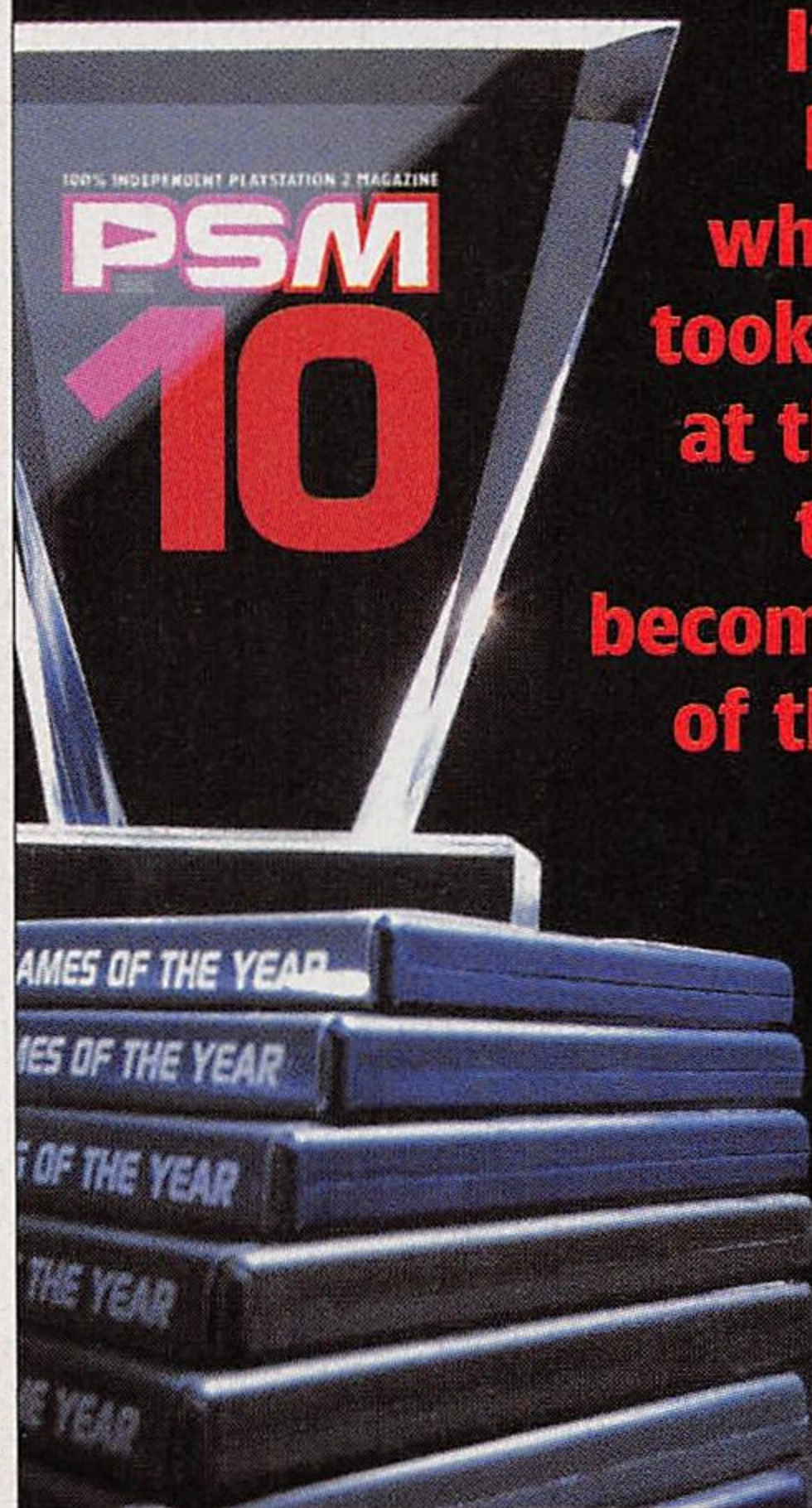
40

LARA RETURNS!

We go hands-on with Lara Croft to get the full scoop on why this will be the best Tomb Raider yet! You may be surprised...

<< DESPITE A SLIGHT DELAY, TOMB RAIDER STILL LOOKS TO BLOW US AWAY! >>

PSM'S TOP TEN GAMES!



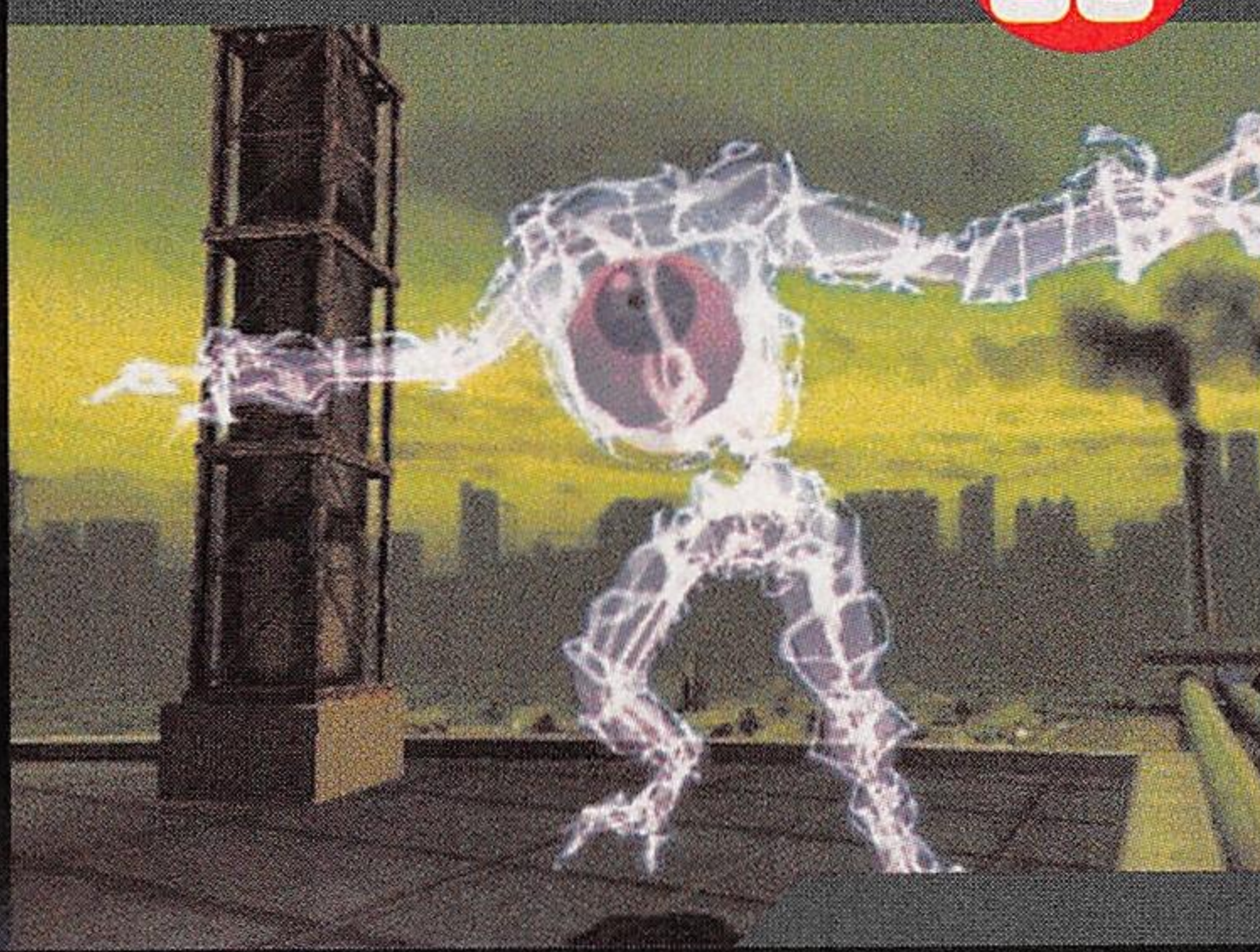
It's finally here! See which game took its place at the top of the list to become "Game of the Year!"

48

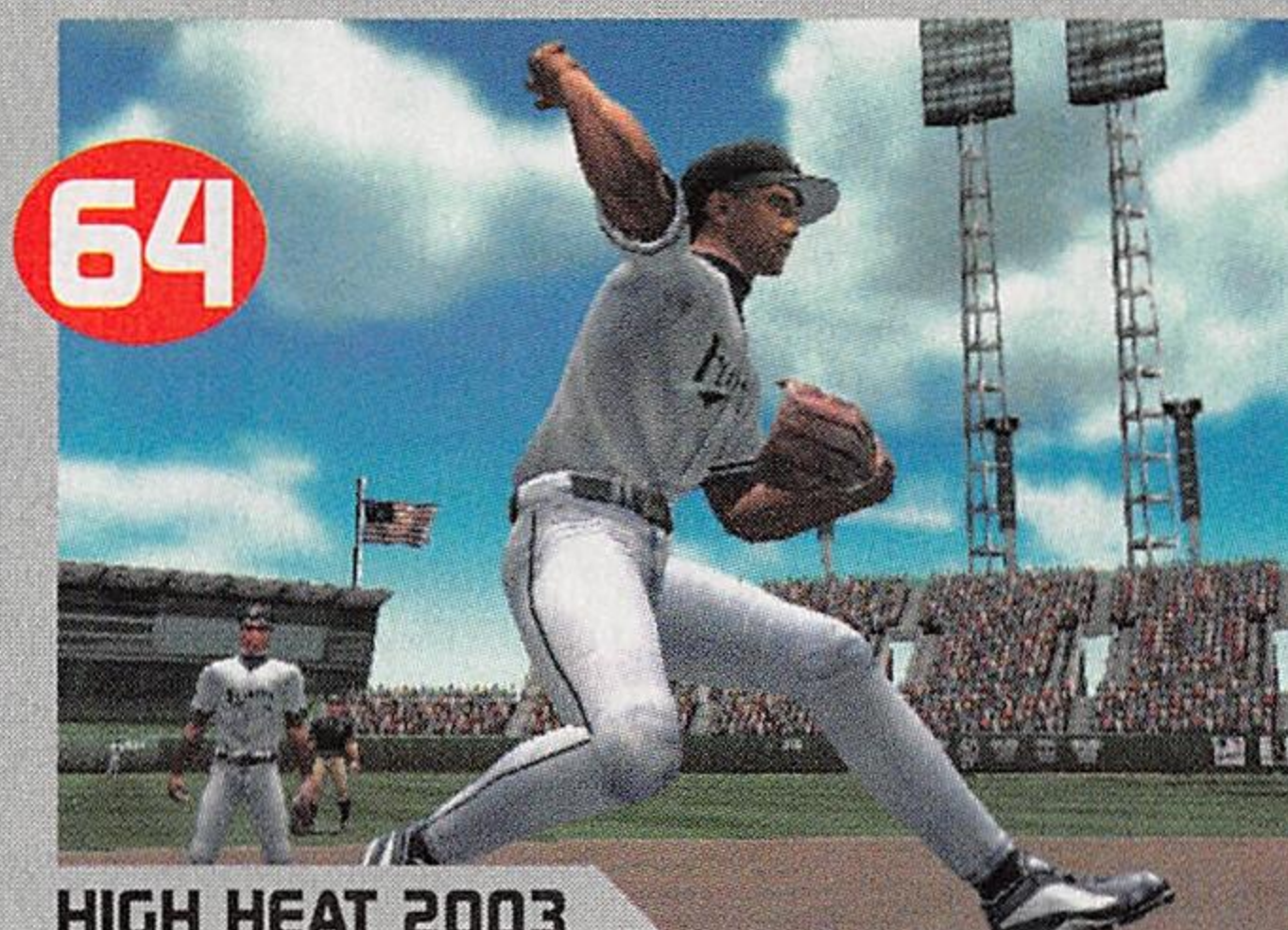
WAR OF THE MONSTERS STRATEGY

Fighting tactics, boss strategies and even a full walk through!

80



FEATURED PREVIEWS



64

HIGH HEAT 2003

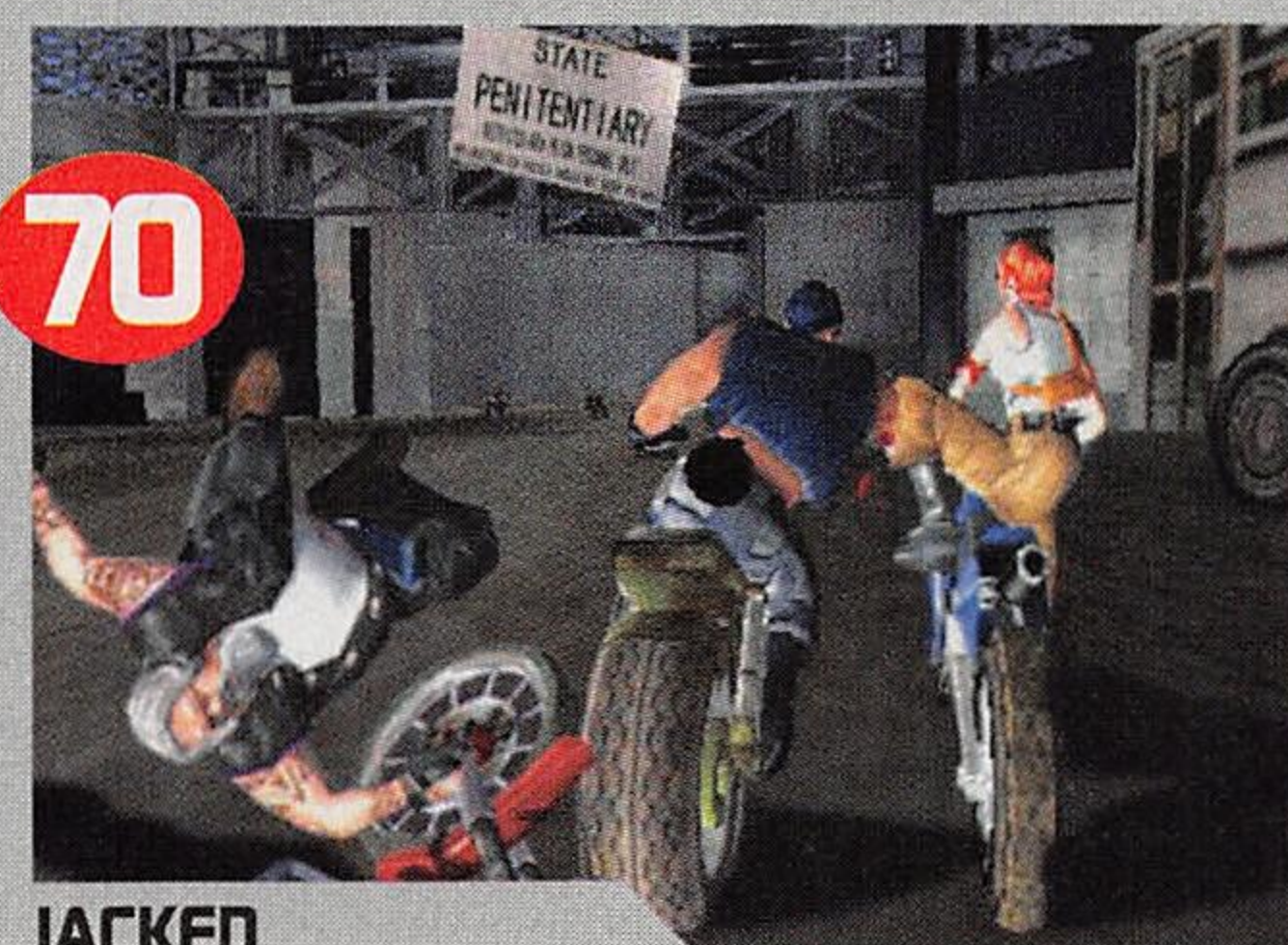
Baseball season is at hand and we've got the first screens of the leading contender.



68

ICE NINE

Bam's espionage title looks to be two parts action and one part Metal Gear Solid.



70

JACKED

3DO unveils a spiritual successor to the Road Rash series and we got the first look.



72

TRUE CRIME

GTA Killer? Activision certainly thinks so. This game is shaping up to be one major title.

CONTENTS

FEATURES

Tomb Raider: Angel Of Darkness

Lara's back... and better than ever?... pg. 40

PSM's Ten Best Games

The votes are in and the winner is?... pg. 48



48

MONITOR

Your inside look at this month's hot topics, gear and games

TOP STORY

16

Square and Enix are teaming up. Find out what that means!



CHECKPOINT

20

Find out which new games are coming up next for PS2

REVIEWS

The world's most accurate, in-depth game reviews

GAME OF THE MONTH: WAR OF THE MONSTERS

26

Cities were made to be destroyed, right?

ACTIVISION ANTHOLOGY	35
BATTLE ENGINE AQUILA	34
EVOLUTION	33
LEGENDS OF WRESTLING II	31
PRIDE FC	29
SW: THE CLONE WARS	32
WAR OF THE MONSTERS	26
WHITEOUT	30
WORLD TOUR SOCCER	30

PREVIEWS

Your first look at the hottest new PlayStation 2 games

AS BASEBALL 2004	66
AMPLITUDE	74
B.M. TRUCKERS	75
DEF JAM VENDETTA	62
DEVIL MAY CRY 2	79
GALERIANS: ASH	69
HIGH HEAT	64
ICE NINE	68
JACKED	70
MLB 2004	65
MVP 2003	65
MY STREET	74
NBA STREET 2	71
PRIMAL	76
TRUE CRIME	72
WOLFENSTEIN	78

HOW TO

Tips, guides and cheats that will make you a winner

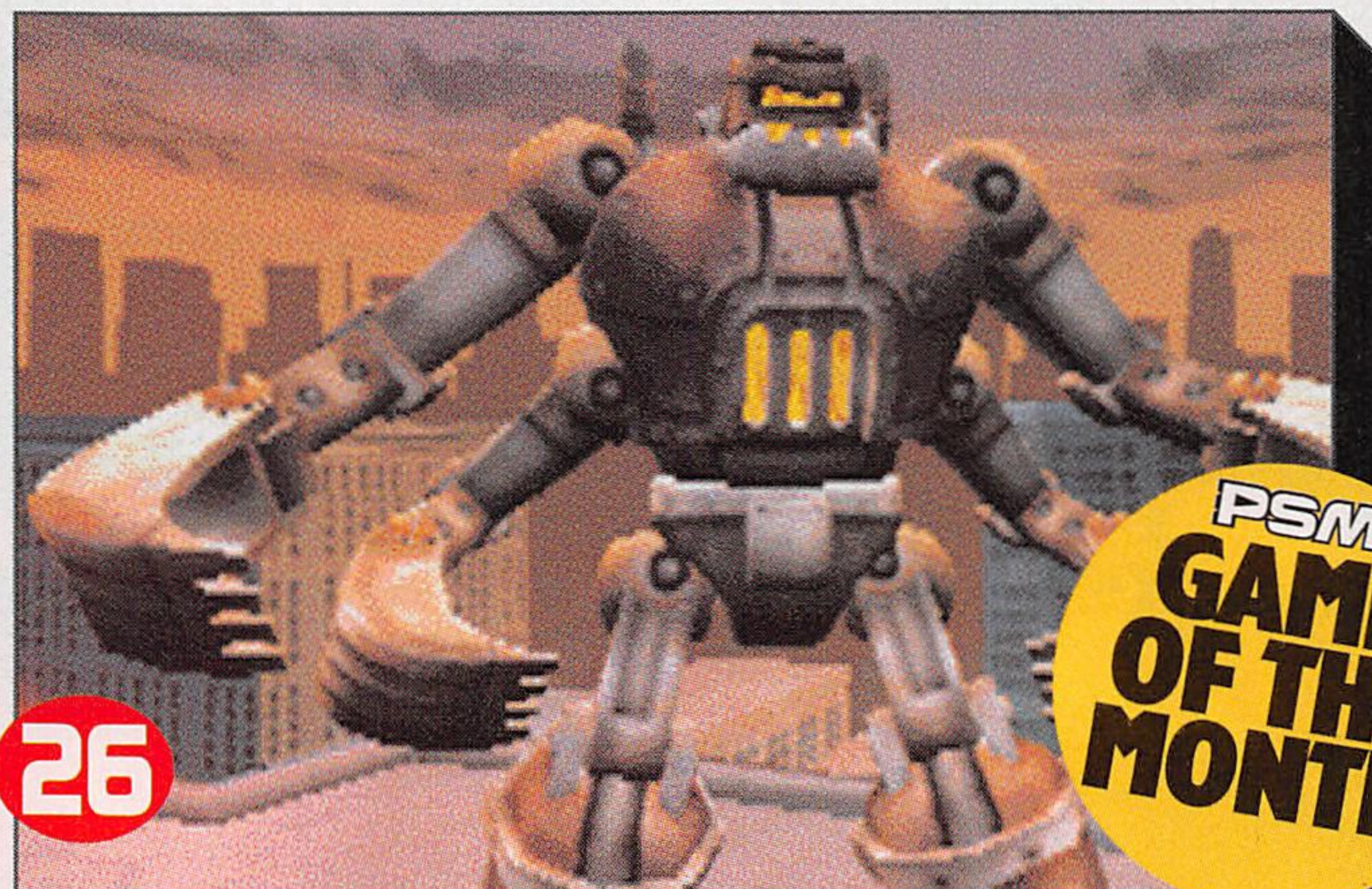
WAR OF THE MONSTERS

80

Terrify the tiny civilians!

BOUNTY HUNTER	88
CODES	88
DRAGONBALL Z	89
L. O. WRESTLING 2	88
MK: ALLIANCE	86
RYGAR: LA	87

<< IT'S RARE THAT A GAME LOOKS THIS GOOD, PLAYS THIS WELL AND FEELS THIS FUN >> pg. 26



26

PSM
GAME
OF THE
MONTH

WAR OF THE MONSTERS

It's finally your turn to destroy entire cities! Step on it!!!

FEATURED REVIEWS



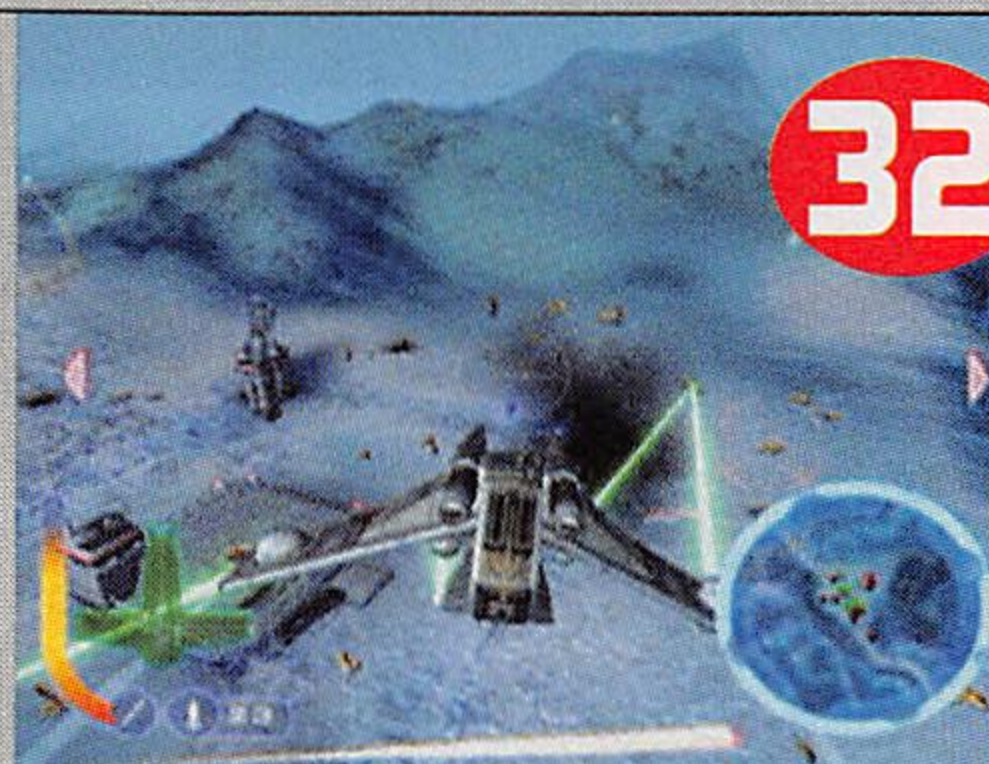
29

▲ **PRIDE FC** Does the UFC stand a chance against this competitor?



30

▲ **WHITEOUT** Konami gives snow-mobile racing a serious try.



32

▲ **SW: THE CLONE WARS** Just another attempt to cash in?



34

▲ **BATTLE ENGINE AQUILA** One of the best mech games yet.

THE PSM MISSION STATEMENT

PSM is the magazine for the gaming elite—the hardcore gamers that support and drive this industry. This is *not* a “mass-market” magazine. We don’t focus on “fun for the whole family,” or waste space interviewing movie stars that have nothing to do with games. That’s just not what we’re into.

PSM is also proudly independent. We have no official corporate sponsor, so you can trust that our reviews and opinions will always be 100% our own. Our readers always come first, and we would never, ever betray your trust. This is our promise to you, the hardcore PlayStation 2 gamer, who deserves nothing less. Now let’s get this issue going!



Meet the world's most notorious drivers on the streets of LA, Paris, and Tokyo.



Choose from the latest performance enhanced vehicles and compete to make a name for yourself.



There are no rules - drive anywhere in the city. Find the fastest route to win.

"(An) insane urban racing experience... it's ultra-illegal stuff that you've dreamed of doing."

- PSM DECEMBER 2002



Violence

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection and Network Adaptor for PlayStation®2 (sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Rockstar Games, Rockstar San Diego and the R* logo are registered trademarks of Take-Two Interactive Software, Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Copyright 2002. All rights reserved.





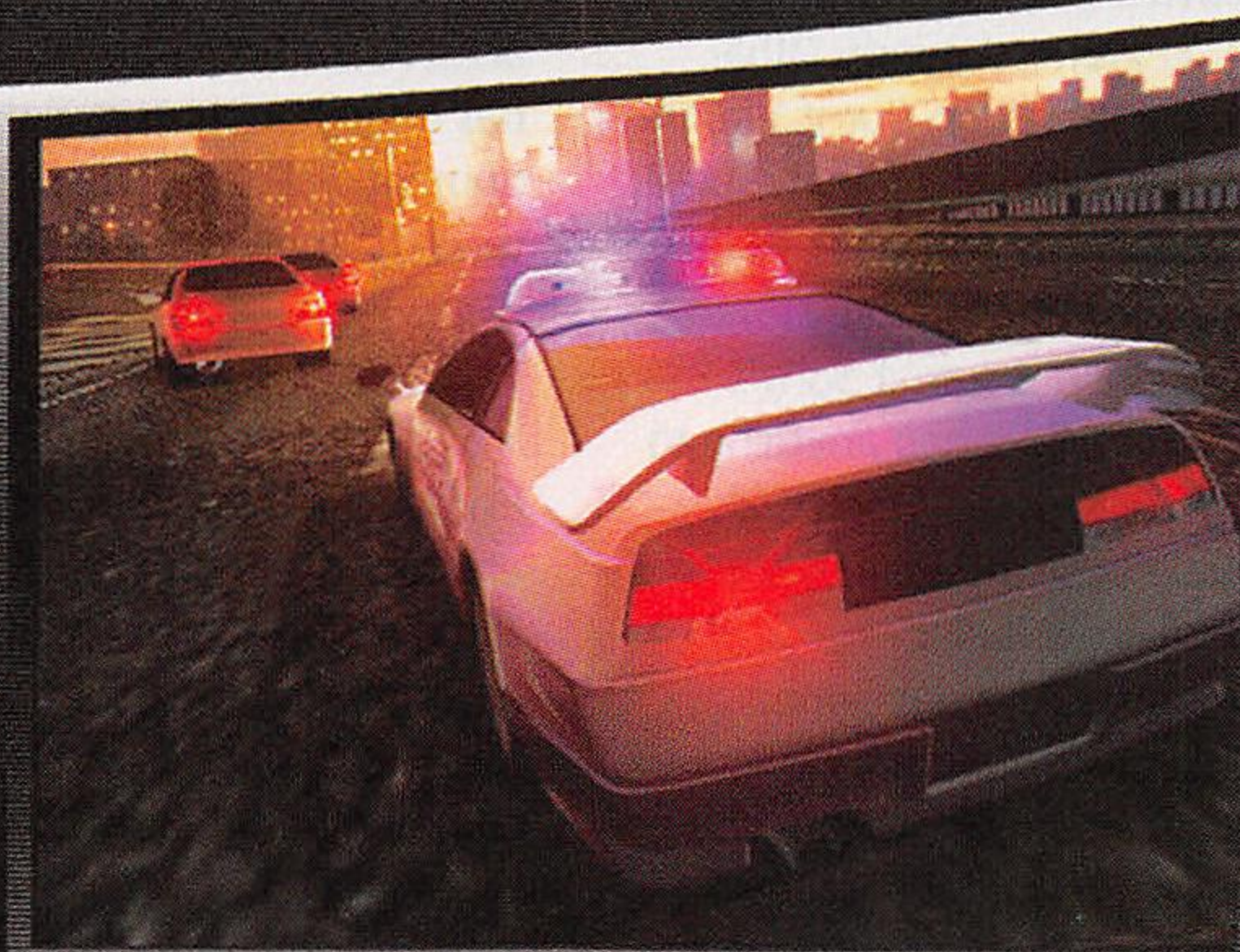
湾岸 MIDNIGHT CLUB II

The Future Of Illegal Street Racing

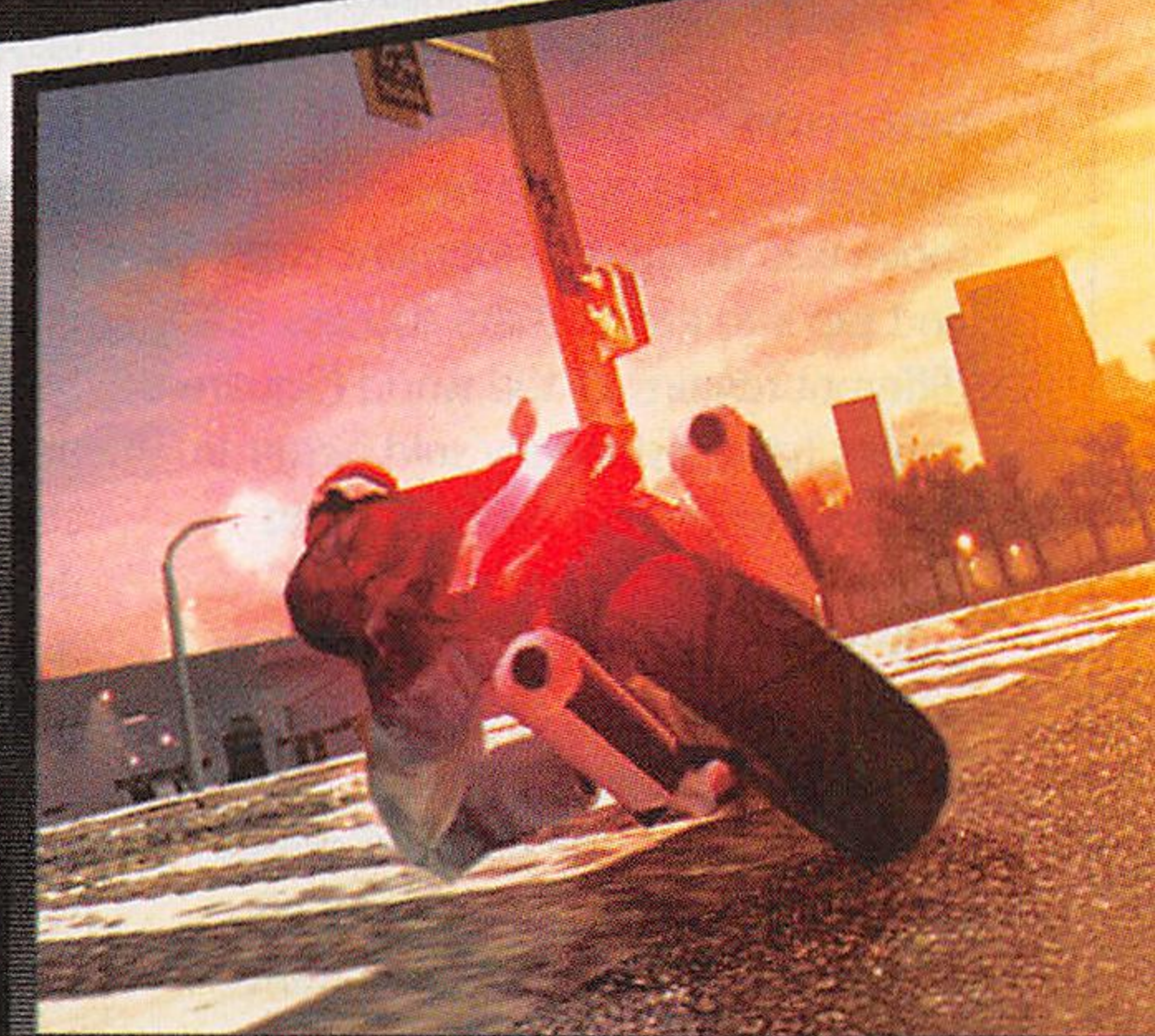
LOS ANGELES / PARIS / TOKYO



The Midnight Club is now open to motorbikes. Take advantage of the speed and control - but watch out, a wrong move will send you flying.



The cops know you are out there - don't get caught.



Use tricks to gain an edge or just to show off. Style is almost as important as winning.

COMING SOON

WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB2



PlayStation®2



MEGA MERGER!

Square and Enix Join Forces

Japan's two biggest RPG makers will soon be one—what will it mean for PS2?

In Japan, role playing games are king. In late November, the two companies responsible for the genre's biggest selling games, Square and Enix, made the shock announcement that they will combine and form a new company, simply called Square Enix, effective April 1, 2003. (No, this isn't an early April Fool's joke.)

The new company will control the two biggest RPG series of all time, *Final Fantasy* and *Dragon Quest* (*Dragon Warrior* here in the States), which have sold tens of millions of copies combined world-wide in the past decade. According to both companies, the reason behind the move was to cut development costs and tap into each others success in different regions of the world (Square games have historically sold better in the U.S., while Enix does better in Japan). Both companies also indicated that gamers can expect to see a greater focus on online gaming out of Square Enix.

Beyond that, the eventual effect on gamers remains to be seen. It's possible we may see collaborations

between the creators of *Final Fantasy* and *Dragon Quest*, for example. More development talent will also mean that Square Enix could potentially deliver more games each year that either company currently does on its own, and in more genres than before as well.

Dragon Quest VIII confirmed for PS2

In the wake of this announcement, we finally learned the answer to a long-time question on gamers' minds: What system will get *Dragon Quest VIII*, the sequel to the best-selling game of all time in Japan? The game will in fact be released for PlayStation 2, although we're not sure if Sony's 8% stake in Square Enix had anything to do with that decision—the PS2's massive userbase in Japan was a much more likely factor.

The game will be developed by Level 5 (creators of Sony's *Dark Cloud*) and once again feature characters designed by famed Japanese



▲ Here it is: the very first glimpse of *Dragon Quest VIII* running on PS2. Level 5, developers of *Dark Cloud*, are behind the game.

artist Akira Toriyama. No release date has been announced, but the development will hopefully progress faster than the long-delayed *DQVII*.

The latest on Final Fantasy XII and XIII

Prior to merging with Enix, Square will announce a mystery title at Japan's V-Jump festival on December 22; we'll have details next issue, assuming it's for PS2. Square brass has also commented that development on

Final Fantasy XII is progressing, and that work has not yet begun on *Final Fantasy XIII*. Finally, the PSone collection featuring enhanced versions of the 8-bit *Final Fantasy I* and *II* (the latter was never released here) will hit U.S. shelves in the spring.

There's still no firm U.S. date for the online-only *Final Fantasy XI*, but Square Japan recently commented that the game will definitely be hitting these shores. Keep those fingers crossed for a 2003 release!

WHAT DO YOU THINK?

We asked visitors to www.psonline.com what they would most like to see from the soon-to-be-formed Square Enix. Far and away, a new original RPG series scored the most votes. Hopefully with their combined talent, we'll see a *Final Fantasy* caliber series born on PS2!

Cross-Over Games (12%)

New Types Of Games (14%)

More Games In General (16%)

More Online Games (10%)

New RPG Series (47%)

▶ When giants join forces: The top brass of Square and Enix shake hands following the announcement (and show off their multi-million-selling hit franchises).



<< GAMERS CAN EXPECT A
GREATER FOCUS ON ONLINE GAMING
OUT OF SQUARE ENIX >>

NEWSFEED

>> SEGA'S ONLINE TOOLS

Sega has announced plans to provide PS2 developers with online middleware. The collection of tools aims to easily enable game makers to add online capabilities to their titles, but also maintain game servers once everything's up and running. For its part, Sony already provides developers with online tools of its own, so how successful Sega will be in this arena remains to be seen.

>> WALLACE & GROMMIT: DIGITIZED AT LAST

The popular Nick Park stop-motion animating series is coming to PlayStation 2. Before *Chicken Run* (a film from the same studio), this man and his dog were fighting the ruthless Feathers McGraw (a penguin disguised as a chicken), and that's what they'll be doing here. The game will feature five main levels with 24 sub-levels each, within which Wallace (the man) will build gizmos and Grommit (the dog) will perform platforming moves. Look for it this October.

>> WAR IN THE PACIFIC

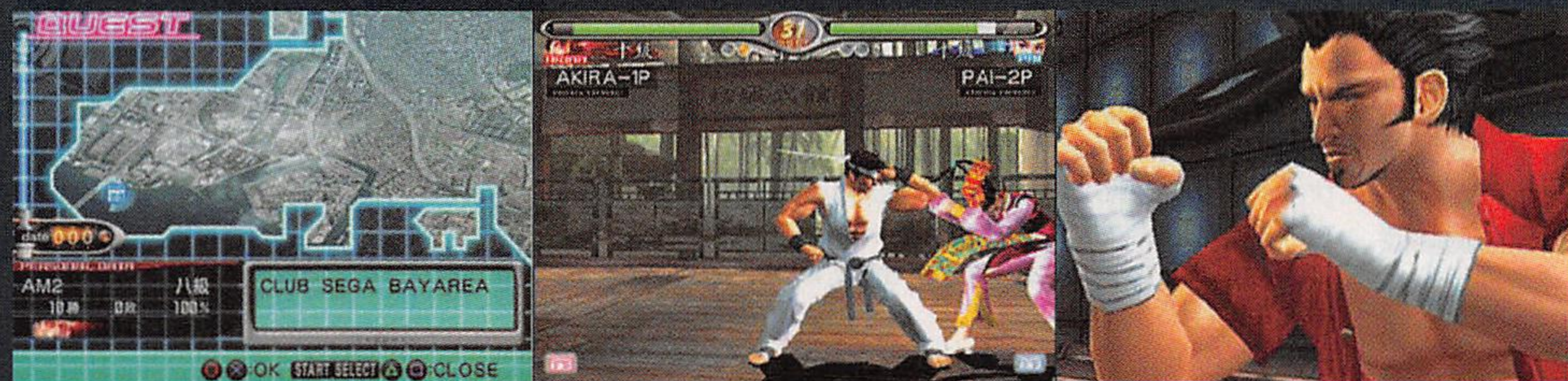
Koei has announced that it is bringing its WWII Pacific conflict sim stateside. Due for release in February, *P.T.O. IV (Pacific Theater Operations IV)* will enable players to control the naval forces of the United States, Japan, Germany, and Great Britain in all-out seafaring warfare. Players will also need to trade, spy, and perform diplomatic functions. Koei is including a "helper" character to assist with these in-depth aspects of the game.

>> MERCEDES BENZ RACER COMING

TDK Mediactive aims to release a PS2 version of its impending Xbox title *Mercedes-Benz World Racing*. Featuring a broad roster of real-world Mercedes autos (from classics to concepts) and global courses, the title will also feature a simulation-style physics model and fully-modeled car interiors. No release date has been set for the game, but expect it later this year.

>> ANYONE FOR CHESS?

The popular PC chess series *Chessmaster* is due for release on PS2 from Ubi Soft. The game will feature several levels of difficulty, from novice to master, and a variety of fully 3D chess sets, including an animated fantasy set with battling medieval pieces. Players will be able to challenge friends on the same console, or go online using the PS2 Network Adapter and seek out opponents around the world. *Chessmaster* will hit PS2 in March.



▲ Progressive scan output, a new tournament mode, and two more characters are just some of the additions VF fans can expect.

Virtua Fighter 4 Evolves

The arcade update to VF4 is officially PS2-bound!

The big news from Sega this month is that it plans to release a PS2 version of *Virtua Fighter 4 Evolution*, the arcade follow-up to VF4. Featuring two new characters, fighting system changes, a quest mode, visual tweaks, and more, the game is due for a

March 16 release in Japan; a U.S. release has yet to be announced.

In addition to the "evolutionary" features found in the arcade, the home version will also sport some technological enhancements over the original VF4 on PS2. These will include

shimmer-free visuals, progressive scan support, and even faster load times. Sega plans to release a special arcade stick for use with the game, but upon inspection it is evidently nothing more than the original Japan-only VF4 stick with a new sticker on it. Oh well...



Sega Classics Reborn on PS2

Golden Axe, Phantasy Star, and more on the way

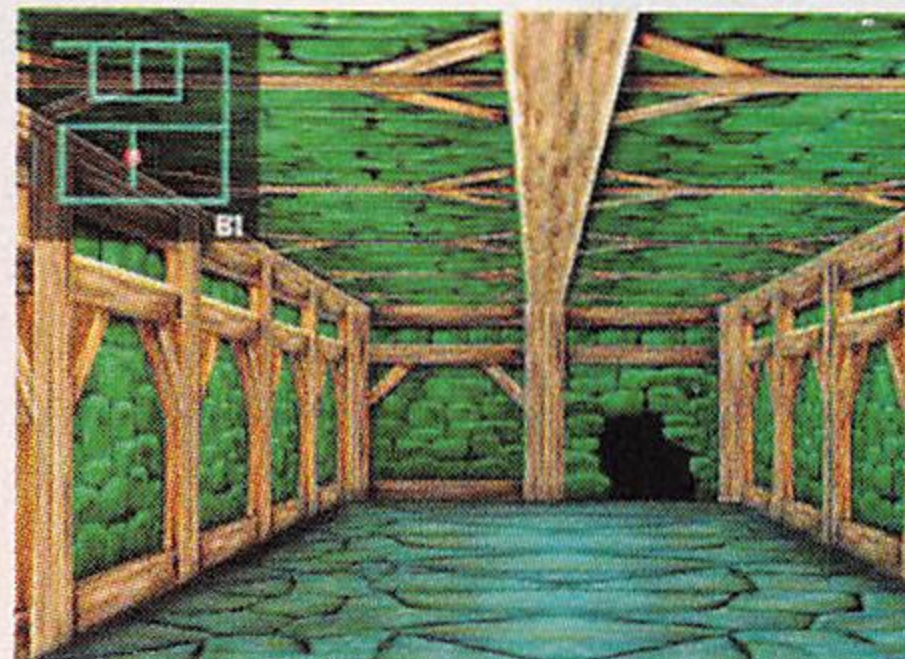
Remember *Gain Ground* and *Bonanza Brothers*? Well, maybe not. But you probably have fond memories of *Space Harrier*, *Streets of Rage*, and *Virtua Racing*. These and quite a few more Sega classics are being revived for PS2 through a collaboration with Japanese publisher D3, makers of the immensely popular Simple 1500 series of PSone budget titles.

Called 3D Ages, the lineup will debut in Japan this summer, led by *Phantasy Star* (a remake of the original Master System RPG), *Golden Axe* (a completely new game), *Space Harrier* (in full 3D), and *Fantasy Zone* (a new game inspired by the original). The games will be priced at around \$20 each and will be followed by "PS2-ified" remakes *Alex Kidd in Miracle World*, *Gain Ground*, *Puzzles and Action: Tant R*, *Virtua*



Racing, *Phantasy Star II*, *Phantasy Star IV: End of the Millennium*, *Streets of Rage*, *Bonanza Brothers*, *Monaco GP*, and *Last Bronx* at a later date. Sega has yet to announce U.S. plans for these titles, but we'll keep you posted.

▼ The original *Phantasy Star* has never looked better—the dungeons are even 3D.





▲ The battles will be bigger, the moves badder, and the visuals better.

FIRST LOOK

Dynasty Warriors 4 Explodes Into Battle!

More multi-enemy-mashing mayhem in ancient China is officially on the way. Koei has announced *Dynasty Warriors 4*, complete with a number of improvements over its popular predecessor, including one-on-one duels and siege engines, plus the ability to shoot from horseback and issue simple orders to individual troops in real-time strategy game fashion. The game will also feature a "career mode" of sorts, where players can take their character from a lowly soldier to a battlefield general. The ability to throw enemies is also planned, as are ninjas. Look for the game to hit in March.

WHAT YOU SHOULD BE PLAYING

1. Grand Theft Auto: Vice City

There's still loads to do in Rockstar's crime sim—the fun never seems to end.

2. Mortal Kombat: Deadly Alliance

Along with the *Virtua Fighter 4*, this is one of the most solid PS2 fighters around.

3. War of the Monsters

Smash entire cities in this full 3D fighter from the crew that made *Twisted Metal Black*.

4. ATV Offroad Fury 2

One of the best racers to hit PS2 recently, also the first online racer for the system.

5. The Sims

Unlocking the original PC version really gives it lots of replay value.

RUMORS

KOJIMA RETURNING FOR METAL GEAR SOLID 3

The development team behind the next *MGS* has dropped hints that series creator Hideo Kojima may step in and take the reigns, despite previous statements that part two would be his last. The reason? Evidently, the game is so ambitious that it might fall apart if Kojima doesn't bring his expertise to the project. How ambitious are we talking? Word has it that the game will introduce a number of new elements that will totally shake up what we've come to know *MGS* to be.

Our Take: Kojima has said that he wouldn't be the director of the next *Metal Gear*, but there's nothing keeping him from taking a supervisory role—much like Nintendo's Shigeru Miyamoto did on recent *Mario* and *Zelda* titles—providing input and guidance to the team without becoming totally involved.

Probability: 60%

2003: YEAR OF THE MERGER

On the heels of Square and Enix's announcement that they were combining to form an RPG powerhouse comes word of another big merger in the making. Whispers out of Japan suggest that two of four big-time publishers—Sega, Capcom, Konami, and Namco—are in the final stages of cementing a merger deal, the outcome of which may be announced soon.

Our Take: In last issue's 2003 preview feature, Capcom's Bill Gardner said to expect some big merger news this year. Is that an indication that his company is one of the two involved? We've heard supporting rumors for some time now that Sega and Capcom were "working on something together," but for all we know Konami and Namco could be set to wed. Only time will tell, but no matter which two companies join up, it's going to be big.

Probability: 90%

PARASITE EVE REBIRTH

A fresh rumor out of France (of all places) has put a possible name on one of the first PS2 games to come out of soon-to-be-formed Square Enix. According to this one, *Parasite Eve Rebirth* is the title in question, a next-gen sequel to the U.S. developed PSone action-RPG. The rumor goes on to suggest that the game will hit the U.S. in 2004 (where it will also be released for Nintendo GameCube) and feature an innovative new combat system unlike those used in the first two *Parasite Eve* titles.

Our Take: The first *Parasite Eve* was highly successful, even to the point that Madonna was after the film rights (she would have played the lead character, NYPD officer Aya Brea). The sequel was less successful, but the name still means something to a lot of gamers, so reviving the series wouldn't seem like an unlikely choice for Square Enix. We can only hope that if it does return, it will end up being more like the first game than the second.

Probability: 75%



HITS & MISSES

What's hot and what's not in the gaming world today



SPRING FEVER

With titles like *War of the Monsters*, *The Getaway*, *Primal*, and *Dark Cloud 2* on tap for release early this year, Sony is bent on making sure that this will be the most release-packed spring ever. Other big titles, such as *Devil May Cry 2*, *Auto Modellista*, and *Tomb Raider: The Angel of Darkness* should also help liven up this traditionally slow time of the year.

SEGA FINALLY BRINGS THE LOVE

It seems like most of Sega's big-name titles have been going to other systems. Thankfully that trend seems to be changing, with another new VF game and a number of classic remakes on their way to PS2. Now if we'd only starting getting some big-time original Sega titles (Yuji Naka's first PS2 project, maybe?) things will really start to heat up.



ONLINE GAME DROUGHT

Where are all the big online games? *My Street* and *Amplitude* look interesting, but the likes of a true must-have PS2 online title has yet to be seen—here or in Japan. *Resident Evil Online* has the best shot of claiming that title, but who knows when it'll be released? The same can be said for *Final Fantasy XI*. Hopefully we'll start hearing more about big online titles soon.

SONY OUT-BUNDLED

Take a look at the console boxes at your local game store and you'll notice something: unlike Xbox, PS2 doesn't come with any "free" games. You have to admit that when both consoles are the same price and one comes with two games, that one look like the better deal to most people. Japan is getting *Ratchet & Clank* packed in; maybe we'll soon follow suit?

The background of the entire image consists of vertical stripes in various shades of orange and red, creating a textured, curtain-like appearance.

***TRUTH BEHIND
THE CURTAIN:
“PROJECT SCUM”***

FIRST LOOK

A Sound of Thunder

Ready for a different kind of dino crisis?

Based on the upcoming Warner Bros. movie, *A Sound of Thunder* is a time-travel adventure with a twist. Players must travel through time to prevent a disaster caused when a "time safari" to the prehistoric era accidentally results in dinosaurs being unleashed in the future. Factor a rogue group bent on shaping the future for its own means into the mix and you've got an interesting game premise—not to mention the possibility for some unique puzzles. Published by Bam!, the game will be released this summer to coincide with the movie's theatrical debut.



FIRST LOOK

Fire Warrior

The classic table-top wargame Warhammer 40,000 turns FPS

Hot off the release of *Red Faction II*, THQ is teaming with Games Workshop to bring its popular *Warhammer 40,000* series to PlayStation 2 in first-person-shooter form. Called *Fire Warrior*, and developed by Fireblade team Kuju Entertainment, the game will be released this summer.

Set in the 41st century, *Fire Warrior* will cast players as a young warrior named Kais on a mission to rescue a captured comrade. The game will feature 17 levels in all, along with 16 different weapons and 22 enemy types. A four-player split-screen mode is in the cards, but THQ has yet to announce any sort of online play component.



▲ The dark future of the 41st century—as envisioned by Kuju and THQ. Chainguns for everyone!

VERSUS MODE



HARRY POTTER



DIRTY HARRY

ROUND ONE: Background

Harry Potter: Young wizard who attends Hogwarts School

Dirty Harry: Hard-boiled cop straight from the old school

Advantage: Dirty Harry

Harry Potter: Son of the world's most powerful wizards

Dirty Harry: Owner of the world's most powerful handgun

Advantage: Dirty Harry

ROUND TWO: In Action

Harry Potter: Turns animals into inanimate objects

Dirty Harry: Turns criminals into inanimate objects

Advantage: Dirty Harry

Harry Potter: Rides around on an enchanted flying broom

Dirty Harry: Rides around in a big-ass American muscle car

Advantage: Dirty Harry

ROUND THREE: Extra Credit

Harry Potter: Fights the evil Voldemort on a yearly basis

Dirty Harry: Fights evil crime lords on a daily basis

Advantage: Dirty Harry

Harry Potter: Most likely to say "fancy a cup of tea?"

Dirty Harry: Most likely to say "do you feel lucky, punk?"

Advantage: Dirty Harry

WINNER: DIRTY HARRY

51706 0265

PROJECT SCUM

This is an actual document that shows how a major tobacco company planned on boosting sales of their cigarettes in the mid 90s by targeting a new consumer market: gays and homeless people. They called their plan Project Sub-Culture Urban Marketing. Also known as Project SCUM.

This is what we know. Imagine what we don't. 

CHECKPOINT

This is your one-stop spot to get a handle on the best stuff headed our way. Please keep in mind that release dates are always subject to change.

February's New Releases

PS2

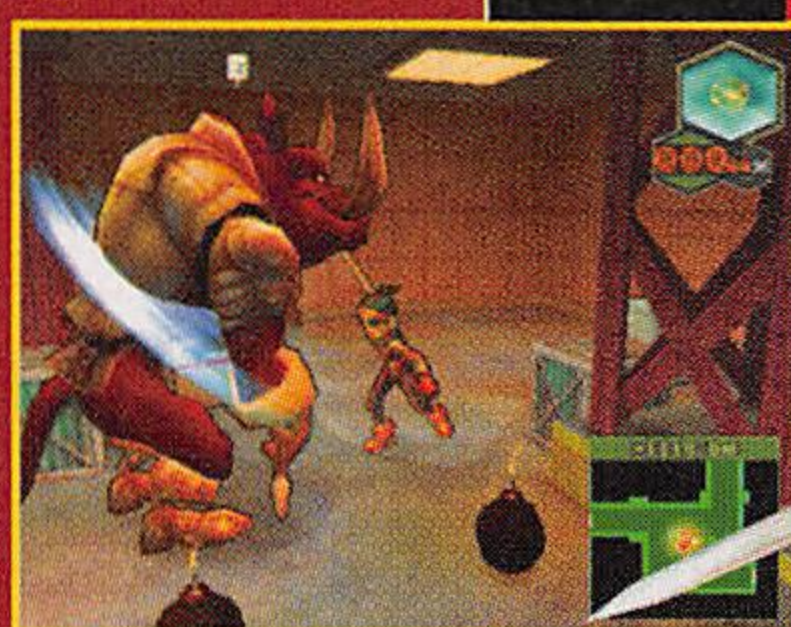
TITLE GENRE PUBLISHER

Battle Engine Aquila
hack
Barbie: Treasures in Time
BattleBots
Breath of Fire: Dragon Quarter

Action
Action
Adventure
Fighting
RPG

Vivendi Universal
Bandai
Knowledge Adv.
THQ
Capcom

► The cel-shaded *Breath of Fire* offers tactical RPG action in a post-apocalyptic setting.



Butt Ugly Martians
Chop Lifter: Search and Rescue
Disaster Report
EverQuest Online Adventures
Final Fantasy XI
Freaky Flyers
Galerians: ASH
Gladius
Guilty Gear X2
High Heat Baseball 2004
Jackie Chan Adventures
Jungle Book: Rhythm and Groove
Midnight Club Racing II
Mission Impossible—Op. Surma
Pride Fighting Championship
Primal
P.T.O. IV
Star Ocean 3: Till the End of Time
Tomb Raider: Angel of Darkness
Vexx
Yu-Gi-Oh! Duelist of Roses

Racing
Action
Action
RPG
RPG
Racing
Adventure
Action
Fighting
Sports
Action
Music
Racing
Action
Fighting
Action
Strategy
RPG
Action
Action
Strategy

Sierra
Capcom
Agetec
Sony
Square
Midway
Sammy
LucasArts
Sammy
3DO
Encore Software
Ubi Soft
Rockstar
Infogrames
THQ
Sony
Koei
Enix
Eidos
Acclaim
Konami



▲ Pushed back from the holidays, and after several years' hiatus, Lara's debut on PS2 should be quite a big deal this February.

Future Outlook

MARCH

TITLE	GENRE	PUBLISHER
Aero Elite: Combat Academy	Action	Sega
Auto Modellista	Racing	Capcom
Batman: Dark Tomorrow	Action	Kemco
Chessmaster	Misc.	Ubi Soft
Colin McRae Rally 3	Racing	Codemasters
Def Jam Vendetta	Wrestling	EA
Dragon's Lair 3D	Action	Encore
Dungeons and Dragons Heroes	Action	Infogrames
Dynasty Warriors 4	Action	Koei
Evil Dead: Fist Full of Boomstick	Action	THQ
Indiana Jones Emperor's Tomb	Action	LucasArts
Jurassic Park: Project Genesis	Action	Vivendi Universal
Kengo 2: Legacy of the Blade	Fighting	Ubi Soft
King of Route 66	Racing	Sega
The Lost	Adventure	Crave
Mace Griffin: Bounty Hunter	Action	Crave
Metal Gear Solid 2: Substance	Action	Konami
Micro Machines	Racing	Infogrames
MLB 2004	Sports	Sony
Moto-X	Racing	Konami
My Street	Misc.	Sony
NBA Ballers	Sports	Midway
NBA Street, Vol. 2	Sports	EA Sports BIG
Rayman 3: Hoodlum Havoc	Action	Ubi Soft
Red Dead Revolver	Action	Capcom
Return to Castle Wolfenstein	Action	Activision
Robocop	Action	Titus
RTX Red Rock	Action	LucasArts
Shaun Murray's Pro Wakeboarder	Sports	Activision
Smash Cars	Racing	Metro3D
Tenchu 3: Wrath of Heaven	Action	Activision
XIII	Action	Ubi Soft
Xenosaga	RPG	Namco
World Series Baseball 2K3	Sports	Sega
WWE Crush Hour	Action	THQ
Z.O.E. 2: The 2nd Runner	Action	Konami

APRIL

TITLE	GENRE	PUBLISHER
Celebrity Death Match	Fighting	Take 2
Clock Tower 3	Adventure	Capcom
Fear Effect Inferno	Action	Eidos
Silent Hill 3	Action	Konami
Tom Clancy's Splinter Cell	Action	Ubi Soft
World's Scariest Police Chases 2	Racing	Vivendi Universal

► The next game in the *Clock Tower* series has a much more macabre feel to it than other survival horror games, save perhaps *Silent Hill* titles. She's probably not playing "Chopsticks."

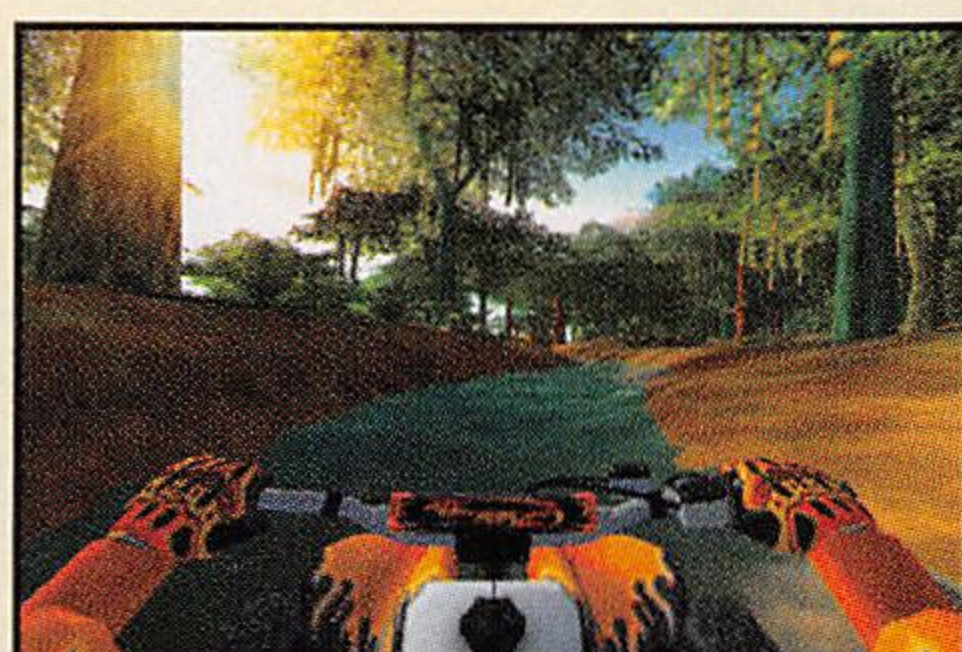


MAY

TITLE	GENRE	PUBLISHER
Enter the Matrix	Action	Infogrames
The Hulk	Action	Universal Interactive



SO REALISTIC, YOU'LL SWEAR YOU WERE THERE. The Rocky Mountains? Merely a speed bump. The Mojave Desert? A sandbox. The Black Forest? A flower garden. Welcome to an insanely realistic new world of offroad racing. 40 massive environments, more than 20 real-world ATVs, minigames, a hard-core soundtrack, plus intensely competitive online gameplay. So find yourself a comfortable chair, sit back and get ready, because it's gonna get dirty. **BLAZE YOUR OWN TRAIL.**



LIVE IN YOUR WORLD.
PLAY IN OURS.



Mild Lyrics

www.playstation.com ATV Offroad Fury is a trademark of Sony Computer Entertainment America Inc. Developed by Rainbow Studios. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). ©2002 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours.", "Blaze Your Own Trail" and the Online icon are trademarks of Sony Computer Entertainment America Inc.



rainbow
STUDIOS

PlayStation 2

Cool Stuff

Here's a look at some of the hottest new gear that everyone's talking about

Hip Screen Pad

Price: \$100
Available: Now

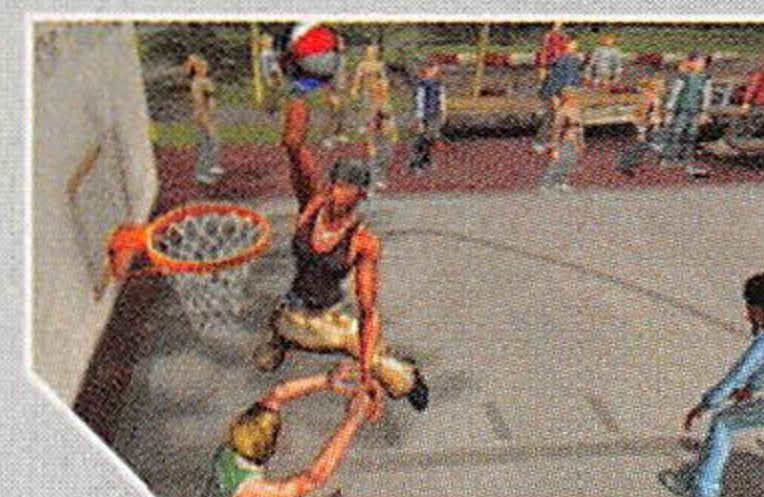
For those of you interested in an "original" way to experience PS2, Hip Gear offers the Hip ScreenPad. Though the price may be a little steep, this is to date the closest thing to a PS2 portable you're going to find. The surprisingly decent-looking 2.6-inch hi-res TFT screen is fused with a Dual-Shock 2-style controller, with the analog control and the vibration functions intact. The unit includes stereo speakers, has a headphone jack and easy access to control dials for volume, color, brightness, and contrast. The screen and controller work with both PS2 and PSone, and there is a turbo function that can be assigned to any button. The weight of the controller/screen combo is a bit heavy, but the screen can be tilted and locked in place to both help distribute the weight and change the viewing angle. An 8-

▶ Games look surprisingly good on this small screen, but reading text and menus takes a lot of squinting.



foot cable can put some distance between you and your console. Unfortunately, the screen proves too small to allow you to effectively read most text and menus, making some games (notably RPGs involving lots of reading) impractical. But most fighting, action, platform and racing games should work well enough. Hip Gear also has a 5.4-inch screen that attaches to the back of your PS2 console, comparable to SCEA's, and for around the same \$100 price tag. But again, the lure of the ScreenPad is that it enables PS2 to mimic a portable game machine. It is definitely targeted at true enthusiasts who want to play PS2 in strange circumstances.

PSM'S MOST WANTED GAMES



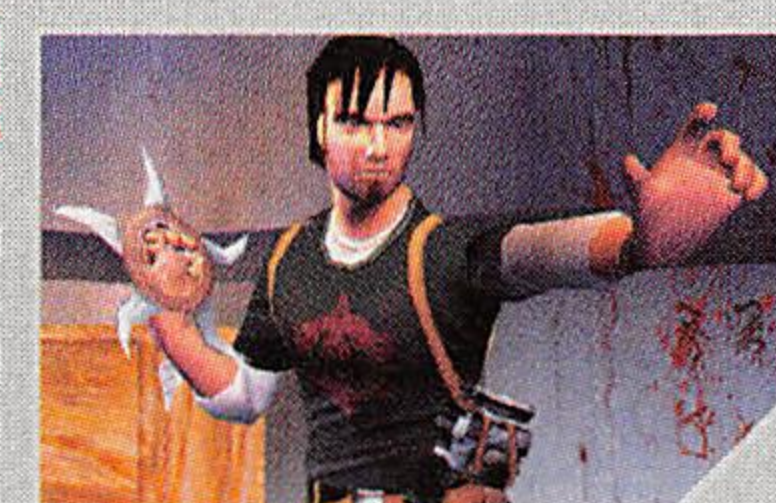
1. NBA Street 2, Vol. 2
Playing *Street, Vol. 2* confirms what we heard in January's Preview 2003 feature. Better visuals, new moves and the additions of four player support and old school legends has us anxious for March.

2. VF 4: Evolution
A surprise December announcement from Sega confirmed a rumored version of a new version of VF4. Hitting Japan in March, it has improved graphics, progressive scan, two new fighters, new stages and a quest mode.



3. Devil May Cry 2
A different team is bringing you the sequel, and one can recognize the new flavor, but the quality of gameplay is still there, making this perhaps the most sought-after game of the new year.

4. Tomb Raider: Angel Of Darkness
After playing the game for a few hours, we came away a bit surprised at some of the differences made to one of PlayStation's most beloved series. Check out our feature on *Tomb Raider*, due this February.



5. Resident Evil Online
Not much new from the Capcom since our January cover of *Resident Evil Online*. Japan expects the game in December, making a late 2003, early 2004 release possible stateside. We're ready to rock!

6. Final Fantasy X-2
Overall, we're very intrigued with everything going on with Square—the co-op with Enix, its games for other platforms, etc. Most of all, with *FF X-2*, Square has us anxious for more single-player *Final Fantasy* games and "side-stories."



7. Midnight Club II
Rockstar's *Smuggler's Run 2* was perhaps the most-improved sequels to a series born on PS2, and the playable version of Rockstar's *Vice City* follow-up *Midnight Club II* hints at similar results.

8. Splinter Cell
Our sister publication, the *Official Xbox Magazine*, gave Ubi's *Splinter Cell* its highest score ever, and we anticipate more news on the expected spring PS2 version soon. Like *Doom III*, it features some of the greatest lighting we've ever seen.



9. MSG2 Substance
There is still no release date set in stone for Konami's jam-packed new version of *MGS 2*, but March or April seem to be likely candidates. The hours of VR missions and extras have whetted our appetites.

10. Return To Castle Wolfenstein
Sub-titled *Operation Resurrection*, this game helps flesh out a spring thin on the FPS. PS2 versions of PC FPSs like *Half-Life*, *Deus Ex* and *NOLF* didn't fail to please. This March, *Wolfenstein* looks to do the same.



Hot In December

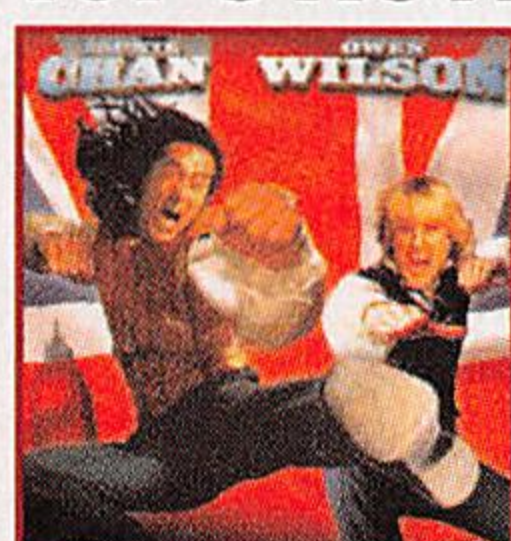
TOP 10 DVDs



OUR TOP PICK:
X-Men 1.5 Collector's Edition
02/11/03
Just a few months before the *X-Men* sequel hits theaters, a two-disc special edition offers deleted scenes, loads of additional commentary, and behind-the-scenes footage of the upcoming sequel.

- | | |
|--------------------------------------|----------|
| 2. The Big Lebowski Special Edition | 02/04/03 |
| 3. Ultimate X: The Movie | 02/04/03 |
| 4. The Money Pit | 02/04/03 |
| 5. Jackie Chan Presents Gen-Y Cops | 02/04/03 |
| 6. Formula 51 | 02/04/03 |
| 7. Predator 2 | 02/04/03 |
| 8. Road to Perdition | 02/25/03 |
| 9. Spy Kids 2: Island of Lost Dreams | 02/11/03 |
| 10. Glory Daze | 02/04/03 |

TOP 5 MOVIES (THEATER)



OUR TOP PICK:
SHANGHAI KNIGHTS
02/07/03
Jackie Chan and Owen Wilson find themselves in 1880's London taking on Jack the Ripper. But the story pales in comparison to the magnificent fight scenes and wry humor.

- | | |
|--|----------|
| 2. Daredevil | 02/14/03 |
| The next flick based on Marvel comics. Ben Affleck stars as the blind titular superhero, with Jennifer Garner (TV's <i>Alias</i>) as Elektra. | |
| 3. Cradle 2 the Grave | 02/28/03 |
| A criminal kidnaps a gang leader's (DMX) daughter. An intelligence agent (Jet Li) gives chase, uncovering great danger. | |
| 4. Old School | 02/21/03 |
| It's a comedy starring Luke Wilson, Vince Vaughn and SNL's Will Ferrell as guys in their late 20's who start a fraternity. | |
| 5. The Guest | 02/28/03 |
| A housesitter (Ashton Kutcher) tries to lay some groundwork with the boss' daughter (Tara Reid) while uninvited guests pop by and impede his progress. | |

NPD Funworld TRSTS — SALES CHARTS

PLAYSTATION 2 OCTOBER

1. GTA: VICE CITY



2. NBA Live 2003
3. Kingdom Hearts
4. Madden NFL 2003
5. Hitman 2: Silent Assassin
6. Tony Hawk's Pro Skater 4
7. LOTR: The Two Towers
8. Need Speed: Hot Pursuit 2
9. Tekken 4
10. NBA 2k3

TOP 10 PS2 GENRES — OCT.

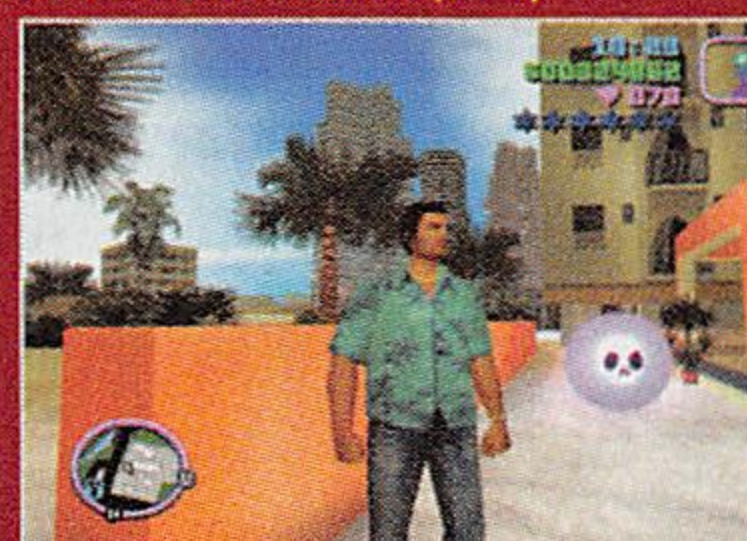
1. COMBAT RACING



2. RPG
3. Action
4. Action-Oriented Racing
5. Basketball
6. Football
7. Extreme Sports
8. Platformer
9. First-Person Shooter
10. Fighting/Head-to-head

TOP 10 GAMES — OCTOBER

1. GTA: VICE CITY (PS2)



2. (PS2) NBA Live 2003
3. (PS2) Kingdom Hearts
4. (PS2) Madden NFL 2003
5. (PS2) Hitman 2: Silent Assassin
6. (GBA) Yu-Gi-Oh! Eternal Duelist
7. (PS2) Tony Hawk 4
8. (PS2) LOTR: Two Towers
9. (PS2) NFS: Hot Pursuit 2
10. (PS2) Tekken 4

MACE GRIFFIN

BOUNTY HUNTER



HUNT THEM DOWN THIS MARCH.



BLOOD and GORE
VIOLENCE

PlayStation®2



PC
CD-ROM
SOFTWARE



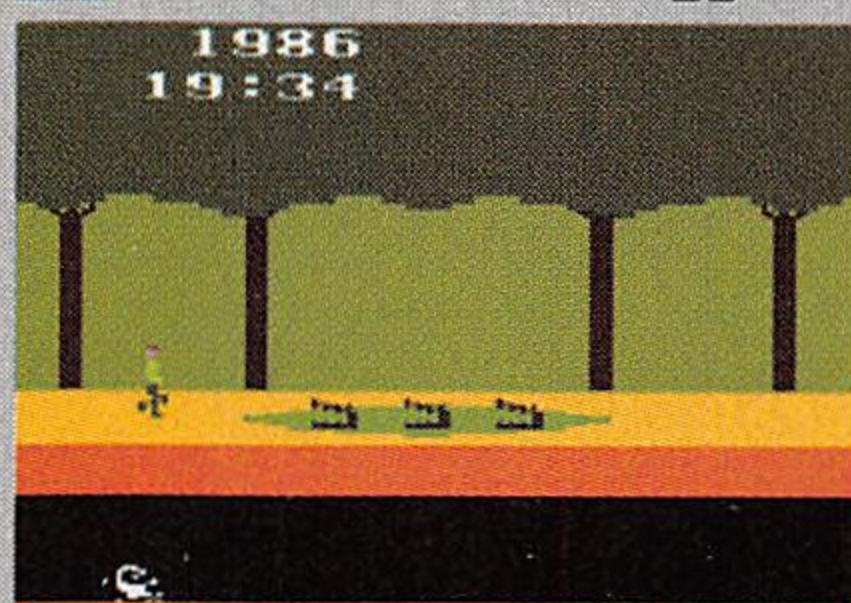
VIVENDI
UNIVERSAL
games

www.huntthemdown.com

"Mace Griffin Bounty Hunter" interactive game © 2002 Vivendi Universal Games, Inc. All rights reserved. Mace Griffin, Mace Griffin Bounty Hunter, Vivendi Universal Games, the Vivendi Universal Games logo, Black Label Games, and the Black Label Games logo are trademarks of Vivendi Universal Games, Inc. in the U.S. and/or other countries. TM, © and the Nintendo GameCube logo are trademarks of Nintendo. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

CONTENTS

35 Activision Anthology



34 Battle Engine Aquila

33 Evolution Snowboarding

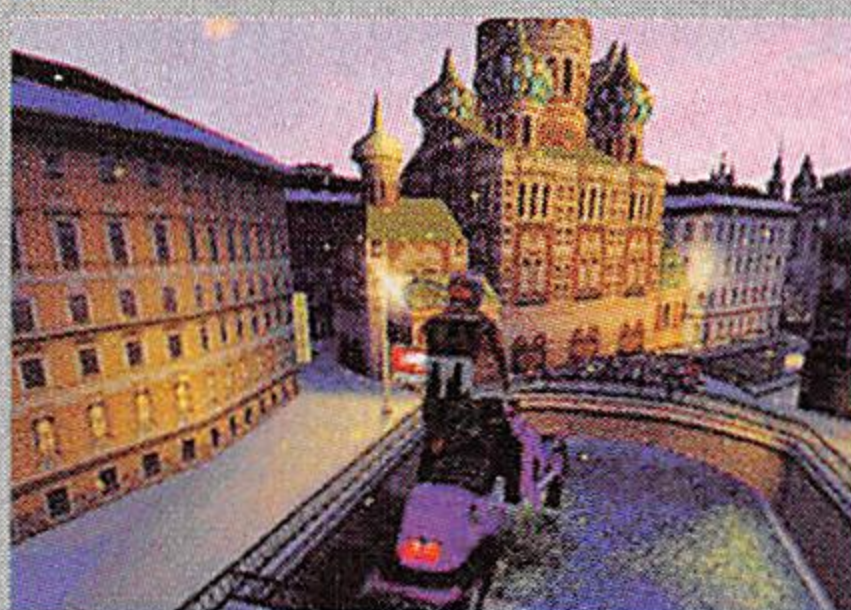
31 Legends Of Wrestling 2

29 Pride FC

32 SW: The Clone Wars

26 War Of The Monsters

30 Whiteout



30 World Tour Soccer

SCORING

- 10 CLASSIC**
A rare gem; Our highest recommendation
- 9 OUTSTANDING**
One of the better games this year
- 8 VERY GOOD**
You can't go wrong
- 7 GOOD**
A solid game
- 6 OKAY**
Kind of fun, but no big deal
- 5 SO-SO**
You've got to love the subject matter
- 4 LACKING**
Big flaws really hurt this game
- 3 BAD**
Not fun at all
- 2 AWFUL**
This game is an insult
- 1 WHY?**
Why would anyone do this to us?

We take our reviews very seriously. We spend hours upon hours playtesting each title so that we can give you the absolute best information to help you buy.

Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold **PSM Must-Buy Award**. We don't hand these beauties out easily, so if you see one on a review, a game box or advertising, you'll want to be sure to check that game out.

Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.

GAME INFO PUB SONY | DEV INCOG, INC. | TYPE FIGHTER | MAX PLAYERS TWO | ESRB RATING TEEN



▲ What happens when Earth is attacked by flying saucers that spill green, radioactive gook everywhere? The big boys come out to play.

**PSM
GAME
OF THE
MONTH**

WAR OF THE MONSTERS

It's alive! The creators of Twisted Metal switch gears and produce another great game.



Fundamentally, *War of the Monsters* is a 3D brawler, very much like Titus' *Barbarian* or Capcom's *Power Stone* games for the Dreamcast. However, there are two things that set it apart: first, the combatants are not people, but giant, 100 foot-tall movie monsters, like King Kong or Godzilla. Secondly, nearly everything in the decidedly huge environments can be destroyed, and in most cases, the pieces can then be used as weapons to bombard, bludgeon, or skewer your enemy.

If you've ever seen a giant monster movie, you know what to expect before you even see *WoM's* selection of titanic fighters. You've got

your giant ape, your mutant lizard, a living stone idol, killer robots in both American and Japanese flavors, and even a pair of "natural disaster" creatures: a four-armed colossus made of lava, and another creature consisting of nothing but a single, gigantic eyeball and a body composed entirely of lightning. Each of these monsters has tight controls and a selection of moves that includes weak and strong strikes, some sort of projectile attack, throws, a dive attack and a forward charge, and a combo-interrupting counter. Each monster also has two special attacks: a close-up area attack that



▲ I'm sorry... did I "accidentally" throw a highly explosive gas truck at you?

PSM
FINAL SCORE

8

VERY GOOD

A quick-to-learn brawler with fantastic graphics, tight control, and the perfect tone, full of over-the-top monsters and highly destructible, interactive environments. What're you waiting for?

HOW IT STACKS UP

Virtua Fighter 4	9
War Of The Monsters	8
RAD	8
Tekken 4	8
Barbarian	7

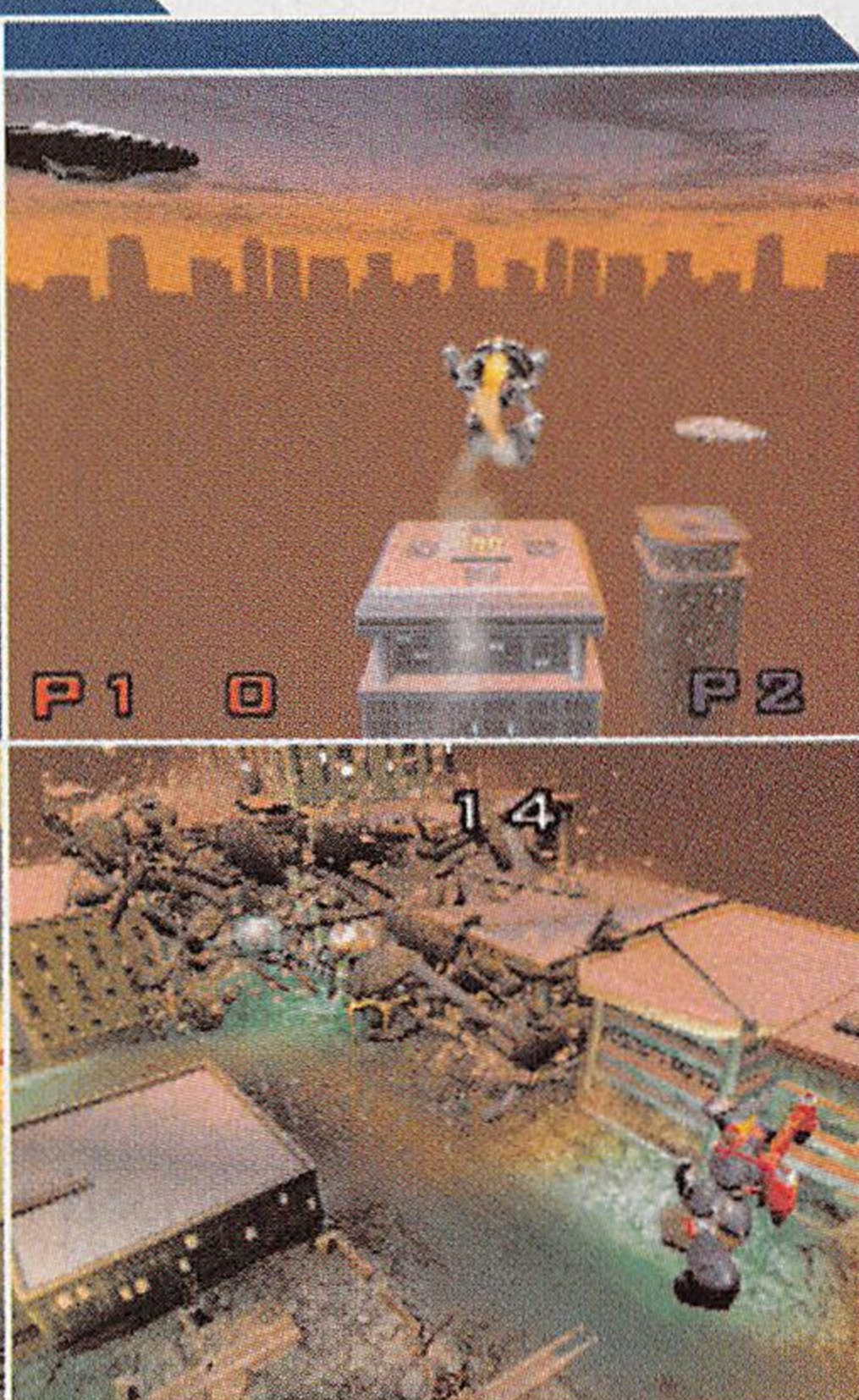
<< IT'S RARE THAT A GAME LOOKS THIS GOOD, PLAYS THIS WELL AND FEELS THIS FUN >>

Maxi-Players Mini-Games

There are three unlockable, two-player mini-games in *War of the Monsters*. There's Dodgeball, Big Shot, and Crush-o-rama. Even monsters need some down time.



▲ The mini-games aren't as pretty as the main game, but they're a nice alternative.



affects any enemy nearby, and a long-range special that brings the pain to one specific target; examples of which include Godzilla-wannabe Togera's glowing green plasma breath and Congar's sonic roar, which blasts right through buildings.

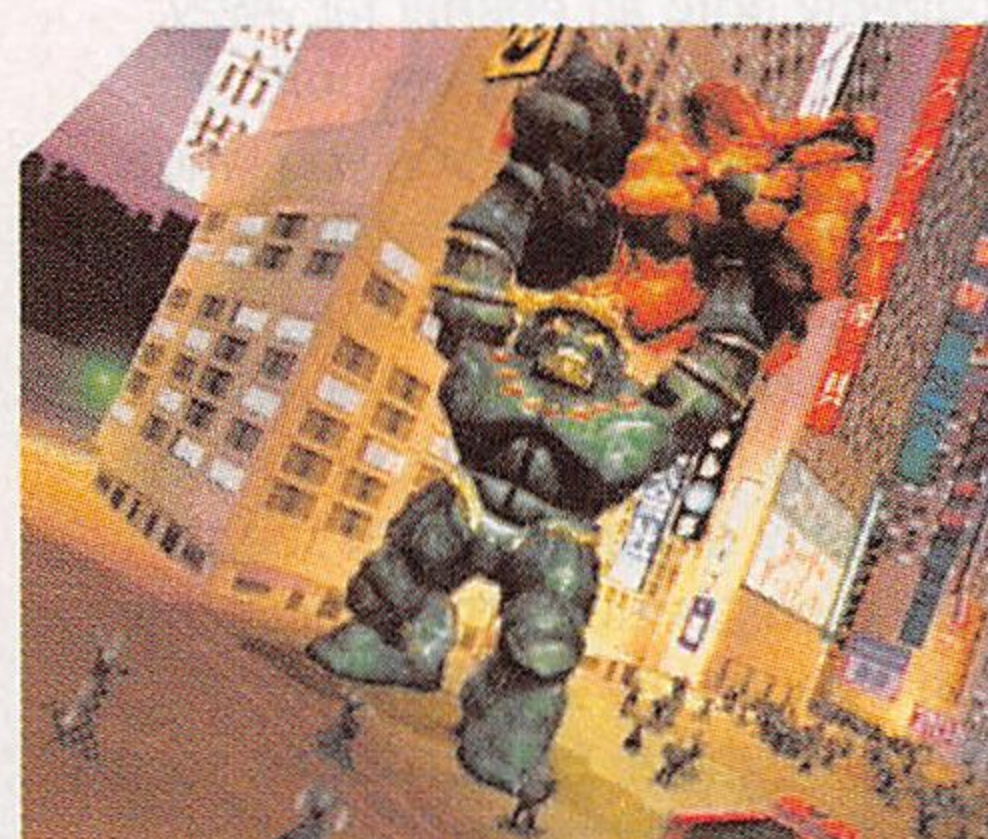
Despite the differences in the outward appearances of the monsters, the move sets are all quite similar. This is actually a double-edged sword, and one of the game's few weaknesses—while it makes it easy to switch from one monster to another without having to learn tons of new commands, we would have liked to see a little more variety in what each creature could do. Beyond the long-range specials (and the fact that two of the creatures can fly), most of the monsters have nearly identical move sets, with the only differences being the speed of their combos, and whether their finishing hit knocks the enemy away with a huge uppercut or leaves them close

by, ready for more pounding. Of course, the monsters themselves still run the gamut from fast to slow and fragile to durable, but we would have preferred their individual attacks to show a little more variety.

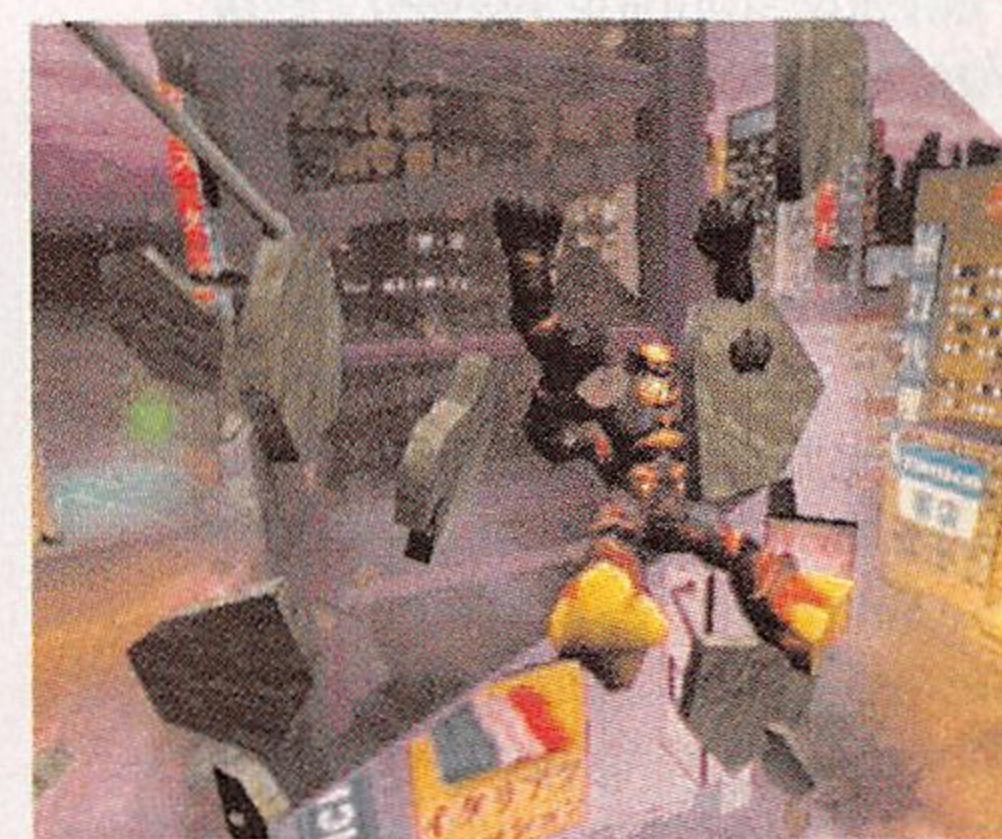
Which is not to say that there aren't a hundred different ways to lay the smack down in this game. Nearly every single piece of your environment can be used as a weapon. If you see a car (or better yet: a gasoline tanker truck), you can pick it up and toss it at your enemy's head. Large chunks of masonry from destroyed buildings (and yes, nearly every building in the game is destructible—it's amazing) can be thrown or used as shields. Grab a girder, and you can work over your opponent like a mobster with a baseball bat. You can even grab a radio tower and heave it right through your opponent's chest, pinning them helplessly in place for a few seconds (a ridiculously useful move that every player



▲ Skewering an enemy with a radio tower is one of the game's most effective moves.



▲ If you can find an opening during the course of the battle, try to get your hands on your opponent—you won't be sorry, but they will be! Try to get up close and personal...



should master immediately), or bring down an entire skyscraper on your opponent's head with a strategically-thrown gas tanker.

Moreover, some of the game's 13 levels have environmental hazards as well. You can vent Atomic Island's nuclear reactors, filling half the level with glowing, ultra-toxic goo, or even

cause a tidal wave to sweep through Tsunopolis (check our strategy guide later in this issue to learn how). Overkill? Maybe, but all's fair in love and war, and it looks simply fantastic.

Of course, none of this would be possible without *WoM*'s monstrously powerful game engine (which appears to be an enhanced version of the ►

The Skins' Game

Every monster in the game has four skins, which often vary wildly from one

another. Check out Magmo's different sets of threads!



▲ Here's the default look—very stony, with only a hint of volcanic violence.



▲ Is it getting hot in here? The alternate skin looks a little more molten.



▲ You can unlock a steampunk, for an Iron Giant (or wood-burning stove) look.



▲ Finally, a flaming Magmo, ready to erupt any second. Fire in the hole!!!

PSM BREAKDOWN

An up-close look at the game in action



▲ There are eight monsters to choose from initially, like the unusual lightning-and-eye-ball beast Kineticlops. Plus, even more monstrous maulers can be unlocked.



▲ Locking onto an enemy during two-player matches will enable you to skewer them the moment they pop into range.

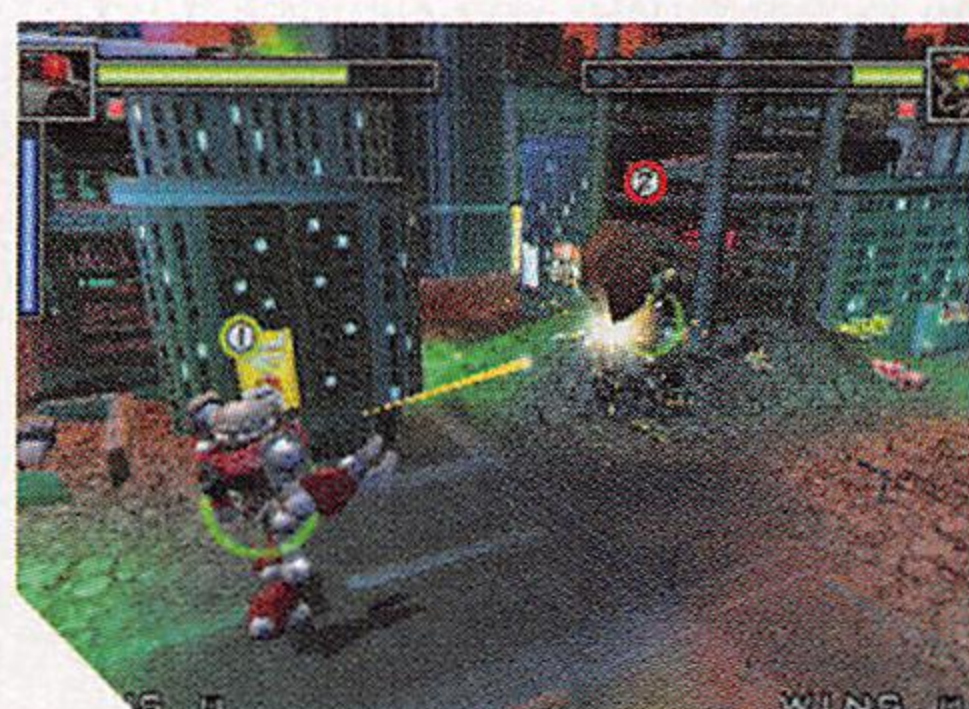
► already stunning *Twisted Metal Black* engine). Each environment is huge and packed with high-poly detail, from neon-lit towers to scurrying crowds of terrified people on the ground, and then coated with gorgeous lighting and dense textures. Incog has obviously mastered the PS2 hardware, as you'll be hard pressed to find a prettier, more smoothly-running game on any system. It's a joy to behold, and a well-implemented camera system makes sure you never miss a thing.

In fact, only a few things keep *War of the Monsters* from being perfect. Besides the aforementioned slightly shallow move sets, the target lock isn't toggle-able, and often locks

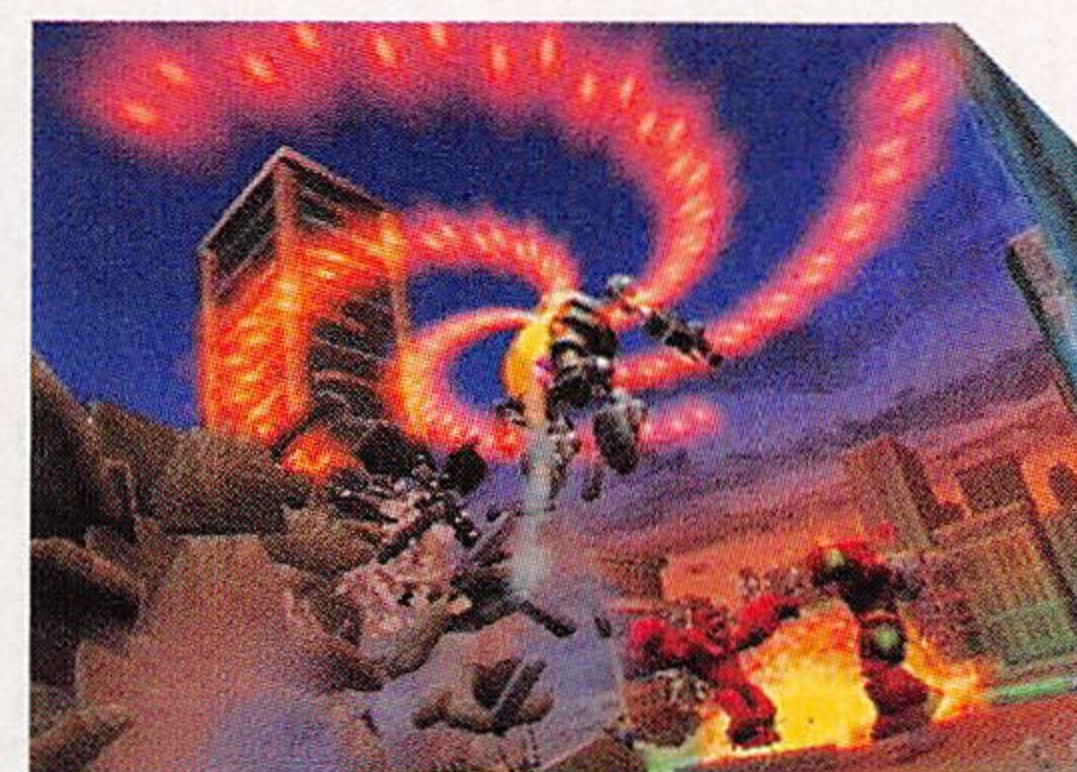
doggedly onto an enemy far away, but directly in front of you, rather than the one right beside you who's clubbing you in the brain with a metal girder. Similarly, it's a bit tough to aim at non-monster targets, like helicopters, UFOs, and buildings. Also, we were really disappointed to see that every monster takes the exact same path through the single-player Adventure mode (which, oddly, seems most difficult in the middle rather than the end), facing off against the exact same enemies. There's no reason that Incog couldn't have mixed it up a little to keep things from getting monotonous. Finally, while it wouldn't be fair to dock the game points for it, we're really let down by the lack of

any online options—*WotM* online would have rocked.

These scant weaknesses aside, *War of the Monsters* is an awesome, one-of-a-kind experience. It's rare that a game arrives that looks this good, plays this well, and feels this fun and fresh. It's a real monster of a game. **ERIC BRATCHER**



▲ You can use a chunk of a building as a shield of sorts, although it will disintegrate slowly over time.



▲ Your short-range special attack is great for clearing out the opposition when you're outnumbered and surrounded.



◀ Togera gives Robo-47 a taste of his radioactive breath. SAYONARA!

More Monsters, More Mayhem

War of the Monsters is for one or two players, but you can spice up the action by adding AI-controlled bots to make it a four-monster match.

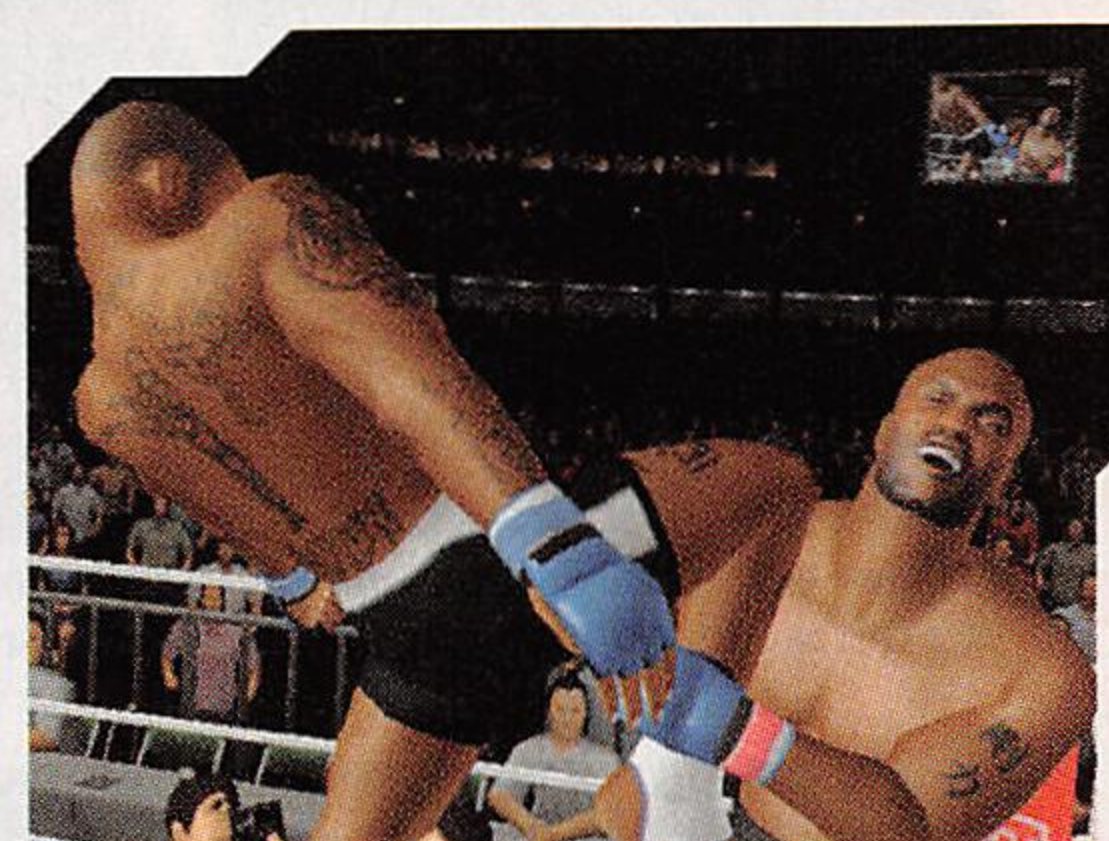


▲ Watch out—more monsters means more targets, but they could also team up against you! Hey, all is fair in love and war... especially when you win!

GAME INFO PUB THQ | DEV ANCHOR, INC. | TYPE FIGHTING | MAX PLAYERS TWO | ESRB RATING TEEN



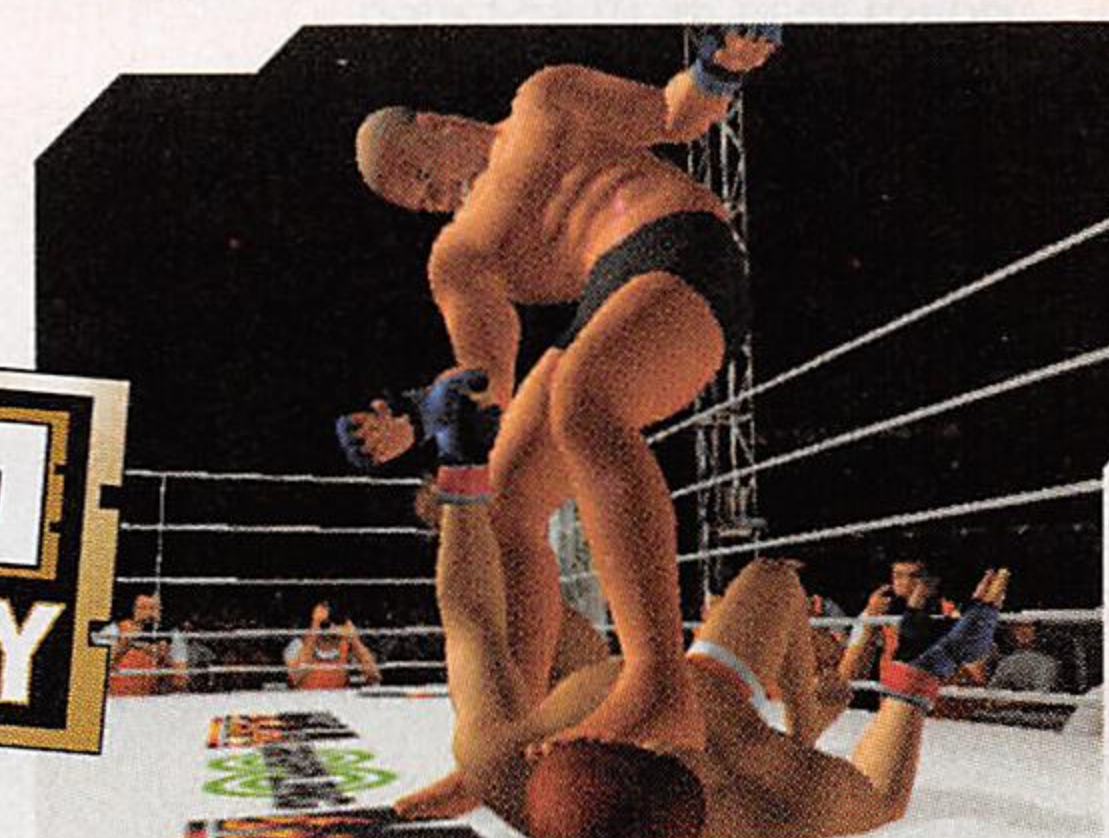
▲ Shamrock vs. Frye was one of the most controversial Pride fights of recent memory. Maybe you can change the outcome?



▲ The fighters react to every devastating hit just as they would in real life.



▲ There are more submission holds in this game than any other we've seen—just ask Heath Herring here (if PSM were interactive, that is).



▲ You can relive some of your favorite matches from the past, like this grueling struggle between Silva and Sakuraba.

PRIDE FC

PSM
MUST-BUY
BRONZE

Japan's fighting spectacle gets its due on PS2

Forget about the *Ultimate Fighting Championship*. *Pride FC* is what it's all about in Japan right now, and it's home to some of the most devastating fighters in the world. More competitive and entertaining than its caged counterpart, *Pride* is the premiere venue for mixed martial arts combat, and now for videogame competitions as well. Developed by the same team that put

▼ One of the coolest aspects of *Pride's* presentation: Blood actually splattering on the camera lens. Yikes!



together the original (and best) *UFC* game for Sega's Dreamcast, *Pride FC* is an excellent journey into the professional fighting business.

Accurately capturing over twenty of today's top mixed martial artists (including Igor Vovchanchyn, Kazushi Sakuraba, and Vanderlei Silva), the *Tekken*-like control scheme and multiple fighting positions make for one deep fighting simulation. Whether you're in the guard, in the mount, or going at it on your feet, *Pride FC* does a fantastic job of recreating the same matches we've seen on Direct TV and our DVD players since October of 1997. You can even create your own fighter, complete with his own chain combos and finishing moves.

HOW IT STACKS UP

Virtua Fighter 4	9
Tekken 4	8
Pride FC	8
UFC Throwdown	8
WWE Smackdown! SYM	8

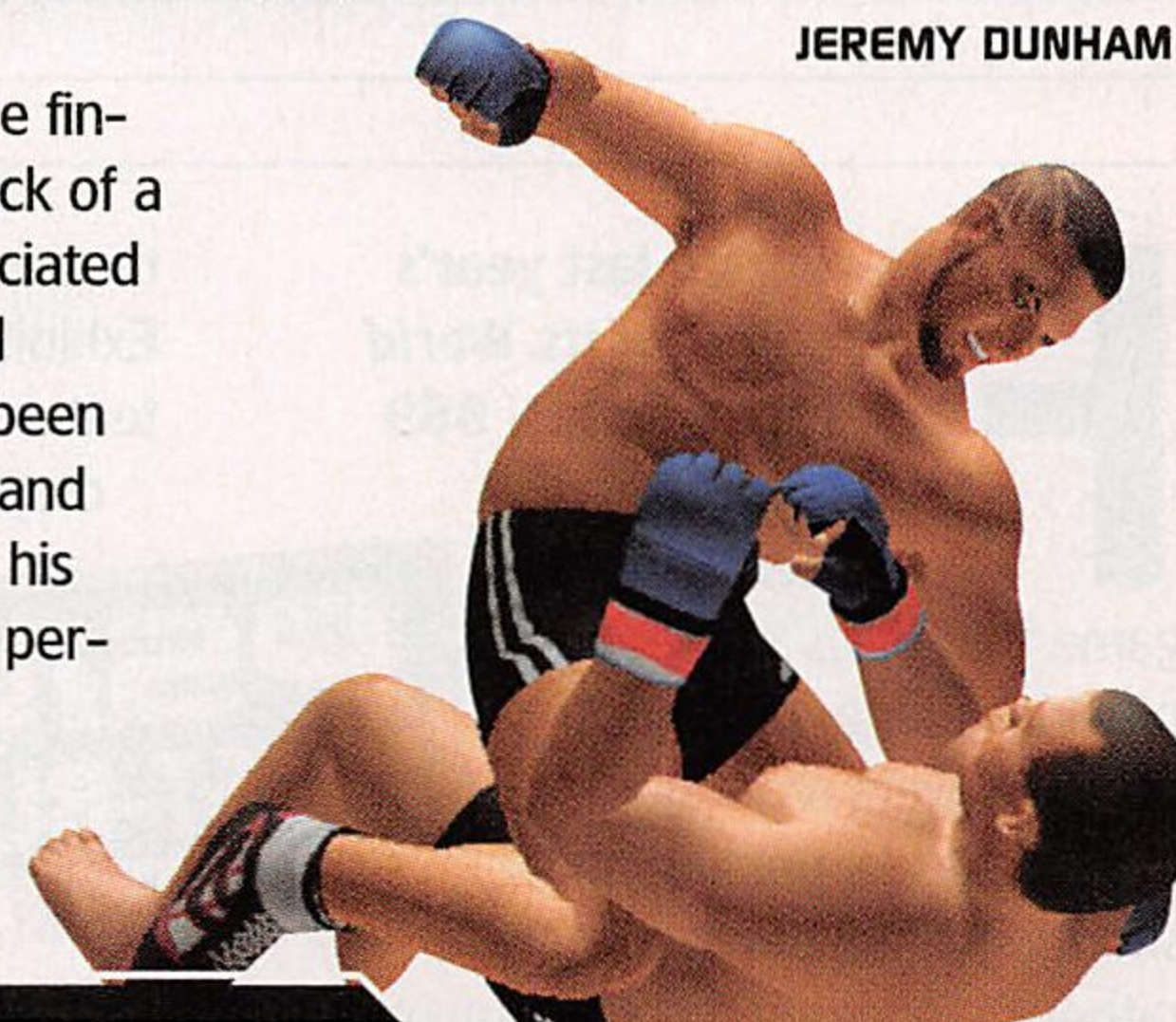
Visually, *Pride FC* is quite impressive. Though not incredibly detailed in terms of textures or audience animation, the lighting effects are top notch and the characters themselves look and react just like their real-life counterparts. From the pageantry of each fighter's ring walk to the pre-fight stare-downs, *Pride FC* plays just as it does on our television sets.

The biggest problem with the finished version, however, is the lack of a career mode. Though we appreciated the Grand Prix, Solo Match, and Survival options, it would have been terrific to build our own fighter and send him up the ladder to fight his way to the Pride Grand Prix, or perhaps even take shots at the Middleweight or Heavyweight titles. An absolute necessity in

sports and wrestling games these days, it's an oversight that will likely stunt the replay value for many fighting enthusiasts.

That problem aside, *Pride FC* is still an incredibly playable sports adventure, especially when going at it with a couple of your buddies in a multi-player Grand Prix.

JEREMY DUNHAM



PSM
FINAL SCORE 8 VERY GOOD

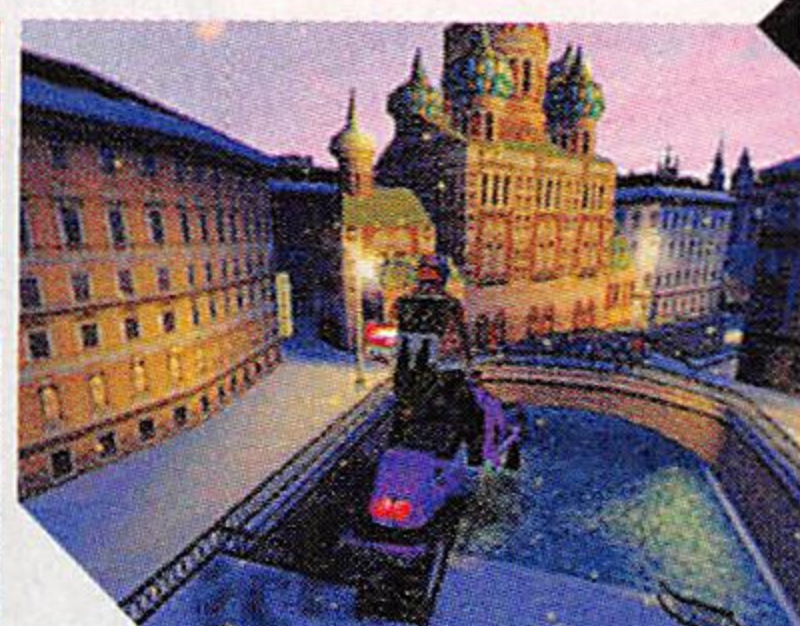
Extreme physical combat in the confines of a tiny ring has rarely been this fun. Definitely recommended, especially for those who like blood splattered TV cameras.



▲ Snow-pelted levels look cool, if you can see through the storm.

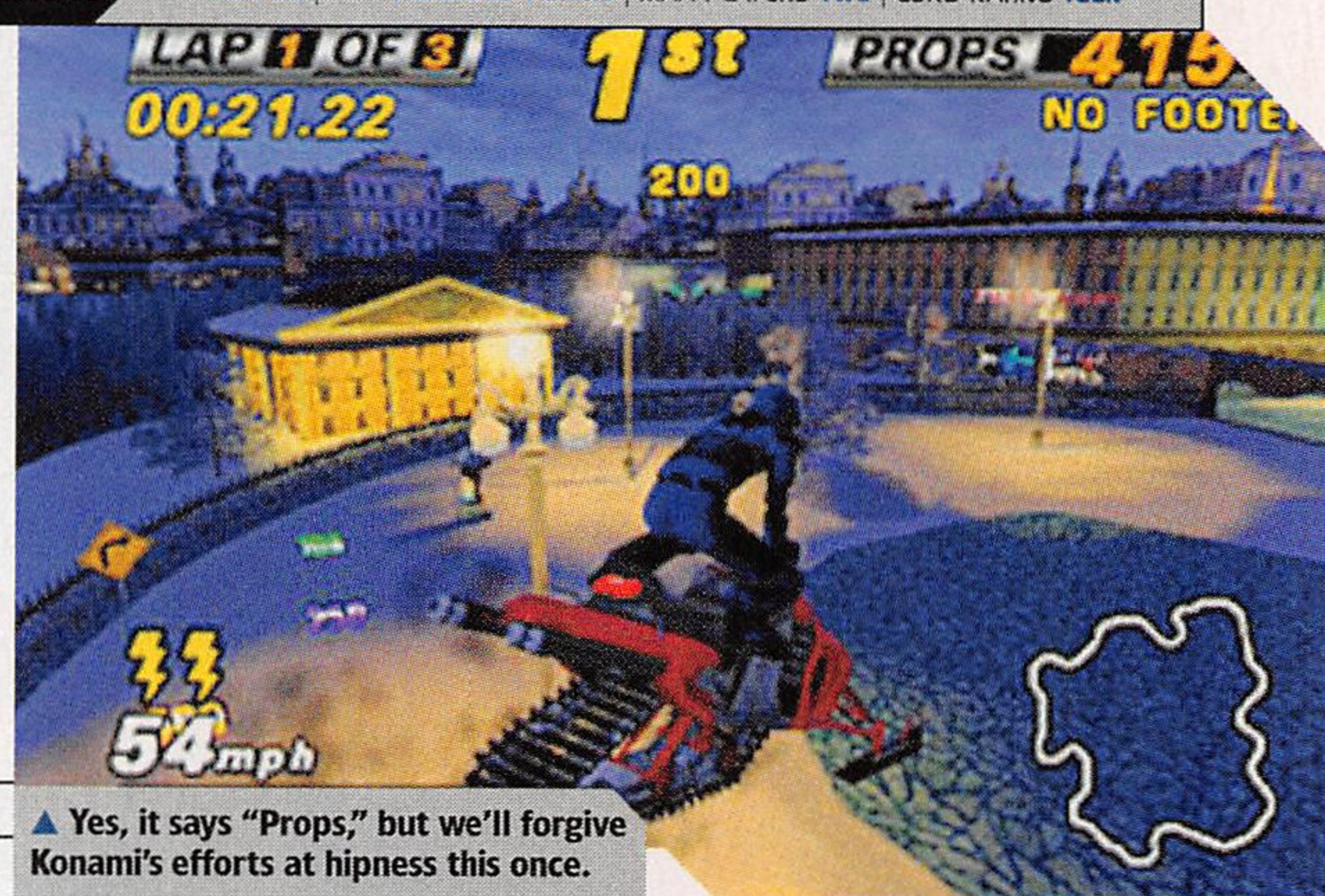


▲ Feeling daring? Then why not jump through the flaming hoops?



▲ For what it's worth, you can ride by (but not spy on) the Kremlin.

GAME INFO PUB KONAMI | DEV VICARIOUS VISIONS | MAX PLAYERS TWO | ESRB RATING TEEN



▲ Yes, it says "Props," but we'll forgive Konami's efforts at hipness this once.

WHITEOUT *Not quite deja vu all over again*

The keen-eyed will note that *Whiteout* is an echo of Vicarious Visions' old PlayStation game, *Polaris Snocross*, and also

recognize it as either ESPN or *Evolution Snocross*. It's been a long time in coming, which could have sent it either way, but as it happens *Whiteout* shows more thought and polish than its PlayStation predecessor. Its graphics engine solidly presents the realistic environments intended, along with impressive weather effects, and the career

mode offers a sensible mix of challenges linked to progression up the pro circuit.

This was conceived as an arcade control scheme, and it doesn't have the detailed physics of other offroad racing games, but it's still detailed enough to replicate the effect of different terrain and modifications to your snowmobile.

Trick performance and podium placement independently earn money to build up sled capabilities, so there's as much incentive for style as speed. Just handling the sled smoothly

works well enough, but daredevils and shortcut seekers are rewarded with far more prize money. That can be put toward upgrades for superior performance in traditional races and trick-oriented bonus races.

It's not as varied as *ATV Offroad*

Fury 2 or as creative as last year's *Sled Storm*, but *Whiteout*'s effective controls and straightforward design let it achieve its comparatively modest goals. Sometimes aiming high isn't as important as hitting the mark.

DAVID SMITH

PSM 7 GOOD
FINAL SCORE
It's not an A-list title, but *Whiteout* shows Vicarious Visions clearly improving on what's gone before. We'll be keeping our eyes open for their next title.



▲ Sweet looking shots like this are a common occurrence in the game.

GAME INFO PUB SONY CEA | DEV 989 SPORTS | MAX PLAYERS EIGHT | ESRB RATING EVERYONE



▲ The game plays like a real soccer match would, with reasonable scores and clean passing.



▲ Tackles in the game look great and players react in a highly realistic manner to them.



▲ The various ways that you're able to move the ball downfield is one of the game's strongest points.

WORLD TOUR SOCCER 2003 *Sony scores with its latest soccer sim*

Following up last year's solid debut of its *World Tour Soccer* series, 989 Sports has put together a soccer

game that plays great and provides plenty of ways to do so. Players react quickly to commands, passing and shooting almost immediately rather than taking a couple seconds to get situated first. There are tons of ways to move the ball downfield with various forms of pass-throughs, lobs, pass-backs and more.

World Tour Soccer 2003 has all the

modes you'd expect (Season, Exhibition, etc), but the best new feature is Career mode. Assuming control of a bad team at a small school, you must promote the team through the Semi-Pro and Professional leagues. You'll earn money in the Pro

league to buy and sell players, and the rest takes off from there, providing months of playtime.

Graphically the game is pretty solid; players look fairly realistic with plenty of detail given to their faces

and bodies. Animations are dead on, too, with passing, shooting and tackling all looking great. Transitions between moves are nearly seamless, and the goalie has some especially nice moves when he deflects close shots and blocks penalties.

The game's only real downside is its stat tracking. Goals, completed

passes and the other basics are kept, but not the number of attempts at any of them. There are also practically zero end-game numbers.

WTS 2003 is a great game overall. It plays excellently, looks nice, and includes plenty of modes. Soccer games don't get much better than this on PS2. CHRIS ROPER

PSM MUST-BUY BRONZE

PSM 8 VERY GOOD
FINAL SCORE
This is a great playing soccer game. The controls are fast and tight and there enough play modes to keep you coming back to the pitch for quite some time.

GAME INFO

PUB/DEV ACCLAIM | TYPE FIGHTING | MAX PLAYERS FOUR | ESRB TEEN



▲ Did Superstar Billy Graham do a Pedigree once in his life? Not likely...

LEGENDS OF WRESTLING II

Can old wrestlers be taught new tricks?

If nothing else, *Legends of Wrestling II* improves on its predecessor. It looks better, moves faster, and provides a more complete selection of the extra frills that wrestling fans invariably crave.

But while it fixes most of the reparable issues from the first game, it may still be permanently flawed in concept.

Though the ISP grappling system is still slower than *SmackDown!*'s one-button attacks, it offers greater depth in comparison, with more complex branching trees of set-up positions and power moves. Its reversal system is still a little too simple, but working over an opponent realistically reduces their chances of success with the timing-based reversal and extension moves, which helps give a coherent flow to a long match. To match the streamlined core gameplay, Acclaim has improved on the selection of ancillary modes. Cage and ladder matches are effectively implemented, career mode is beefed up with new cinematics and simple

storylines, and the create-a-wrestler mode includes far more new parts for your own '80s- style superstar.

The technical side of things is taken care of, save for some framerate problems and inconvenient camera angles. The game's biggest failing, though, is its lack of any effective atmosphere. It has the stars of wrestling promotions past, but none of the style or drama that made that the age of sport entertaining. Few wrestlers have an authentically individual style, the poorly-built arenas have no period flavor, and the soundtrack is terrible, setting old-school wrestling to nu-metal mush.

If you don't mind those kinds of failings of presentation, *Legends of Wrestling II* has a basically sound gameplay system, and its DVD extras section is not to be missed. The collection of video interviews ranges from fascinating to hilarious. Don't expect a faithful revival of classic wrestling, though—therein lies a rude awakening. **DAVID SMITH**

PSM6 OKAY
FINAL SCORE

It's a better overall package than last year's version, but the quest for a truly solid old-school wrestling game may never really end.

If you suck, at least no one will know who you are.



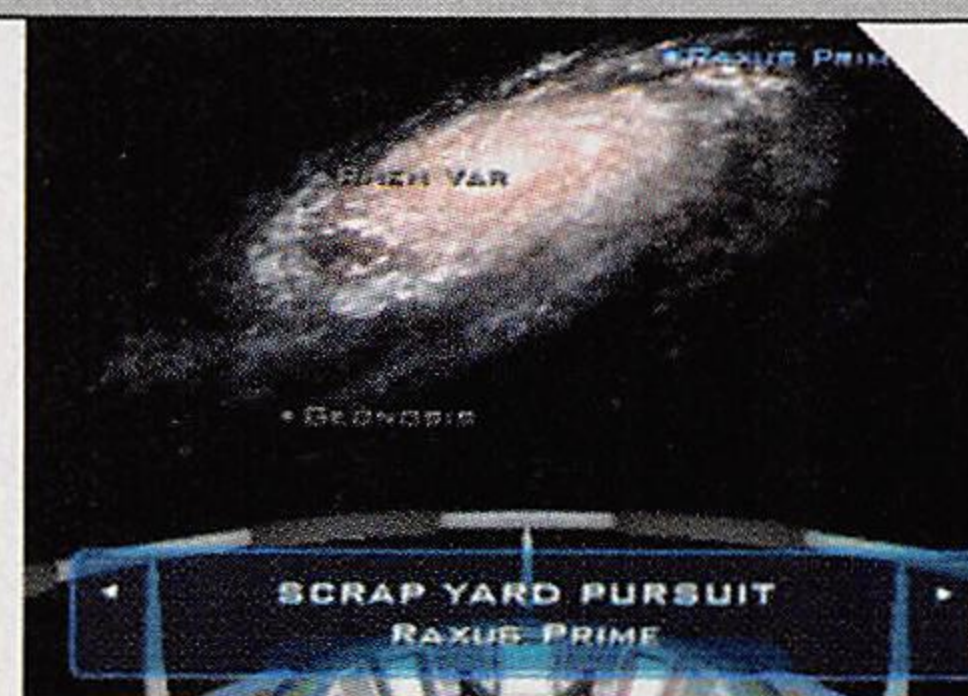
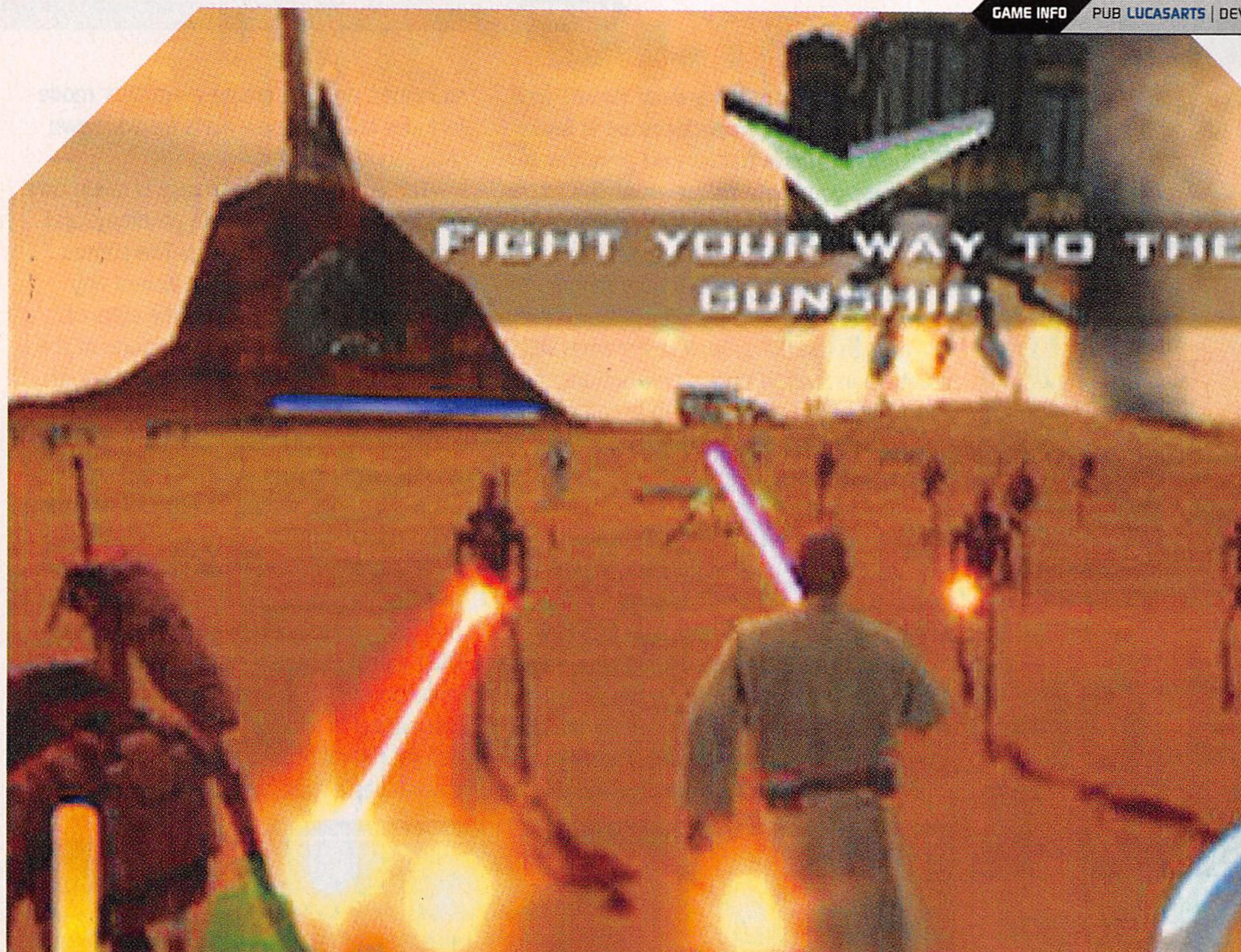
Look for this icon on **SOCOM: U.S. Navy SEALs** and other PlayStation 2 games with online capability.



www.playstation.com. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. SOCOM ©2002 Sony Computer Entertainment America Inc. "Live In Your World. Play In Ours." and the "Online" logo are trademarks of Sony Computer Entertainment America Inc.

LIVE IN YOUR WORLD.
PLAY IN OURS.

GAME INFO PUB LUCASARTS | DEV PANDEMIC | MAX PLAYERS TWO | ESRB RATING TEEN



▲ The menu by which the entire campaign mode is navigated. This front end is great.

◀ The lightsaber missions look cool and are a nice distraction, but they're also the game's weakest aspect overall. Running around kicking butt as Mace Windu is undeniably fun, though.

STAR WARS: THE CLONE WARS

Relive the ending of Episode II in this solid shooter

LucasArts has been doing a great job with its *Episode II* games as of late. Already impressing us with its well designed *Star Wars Bounty Hunter*, the company is at it again with Pandemic's rendition of the finale to last summer's biggest sci-fi flick, *Attack of the Clones*.

Known as *The Clone Wars*, this high-intensity shooter follows the events of the final minutes of the motion picture and moves all the way up into the latter part of the fabled battle of the Republic. A combination of traditional third and first-person vehicle shooting in conjunction with a

few key lightsaber action sequences, *The Clone Wars* bleeds the *Star Wars* aura through and through.

The majority of these battles are huge, with hundreds of clones, droids, tanks, ships, and more filling the screen at any one time. Laser blasts, smoke effects, and dozens of independently operating units truly give the impression that a war is going on.

Unfortunately the frame rate suffers quite a bit from the high-res textures and large number of them being pushed at any one time. Whenever that happens, it becomes annoyingly difficult to properly control your craft (especially the ones based in the air), and you'll find yourself bumping into buildings and enemy structures. And though the multiplayer modes and different types of vehicles at your command are definitely worth the price of admission, the lightsaber challenges are very much on the weaker side of the force,

◀ Popular *Star Wars* locales, such as the landscape of Geonosis, are the primary battlegrounds.

and should have either been worked on longer or left out entirely.

Regardless, *Star Wars: The Clone Wars* is still an entertaining journey into the Lucasfilm universe. Supported by a killer soundtrack, decent sound-alike voice actors, and those famous *Star Wars* sound effects, your ears will appreciate the ride as much as your eyes do. A solid diversion from some of the more popular space battle games out there, *The Clone Wars* does its inspiration proud. **JEREMY DUNHAM**

HOW IT STACKS UP

Twisted Metal Black	9
Spy Hunter	8
Star Wars: Jedi Starfighter	7
Star Wars: The Clone Wars	7
Dropship	7



▲ The cut scenes aren't as impressive as *Star Wars: Bounty Hunter's*, but they're still pretty impressive.



▲ Smoke, lasers, and particle effects populate nearly every moment of each stage.

PSM
FINAL SCORE

7 GOOD

Despite some visuals hiccups, this game's massive battles and dead-on *Star Wars* flavor should please the most rabid of fans. May the Force be with you...

EVOLUTION SNOWBOARDING

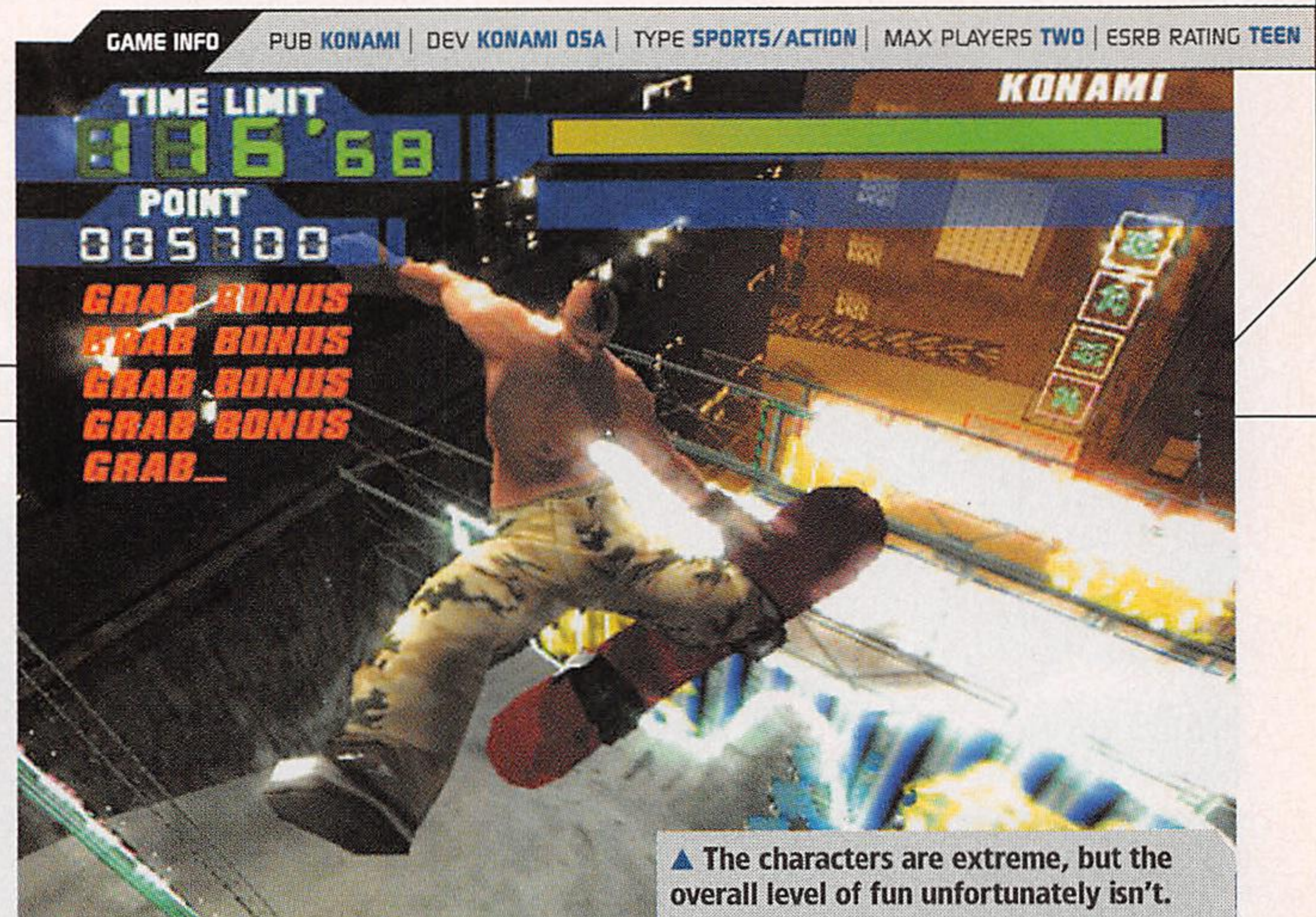
Evolution, but in which direction?

Snow Rash is the pun that immediately comes to mind. *Evolution Snowboarding* throws the realism of Konami's last two ESPN-licensed games right out the window, in favor of an arcade snowboarding game flavored heavily with hand-to-hand combat. You read that right: high-speed combat, on the ski slopes instead of the freeways.

This may sound like a great idea to gamers who've been clamoring for another *Road Rash* game, but after the novelty wears off, cracks in both concept and execution start to show.

Save for a few boss designs, the graphics are dull, while the arcade-styled controls are so simple as to almost reward a lack of skill. Few levels show much creativity in their layout or visual design—they're merely repetitions of the same post-apocalyptic themes that were old a year after *The Road Warrior* left theaters, and most of the enemies look like faceless lumps of marshmallow strapped to boards. The special effects are raw cheese, showing enemies exploding with a flash and a bang as if they were barrels in *Doom*.

While the combat emphasis may



▲ The characters are extreme, but the overall level of fun unfortunately isn't.

have looked good on paper, there's a reason *SSX* made fighting a garnish rather than the main course. The high speed and imprecise control of a fast-moving snowboarding game, where you don't have that much control over your speed, adds up to little success and lots of frustration.

Evolution's fights are clumsy, random, and thoroughly unrewarding—which could just as easily be said for the game as a whole. **DAVID SMITH**



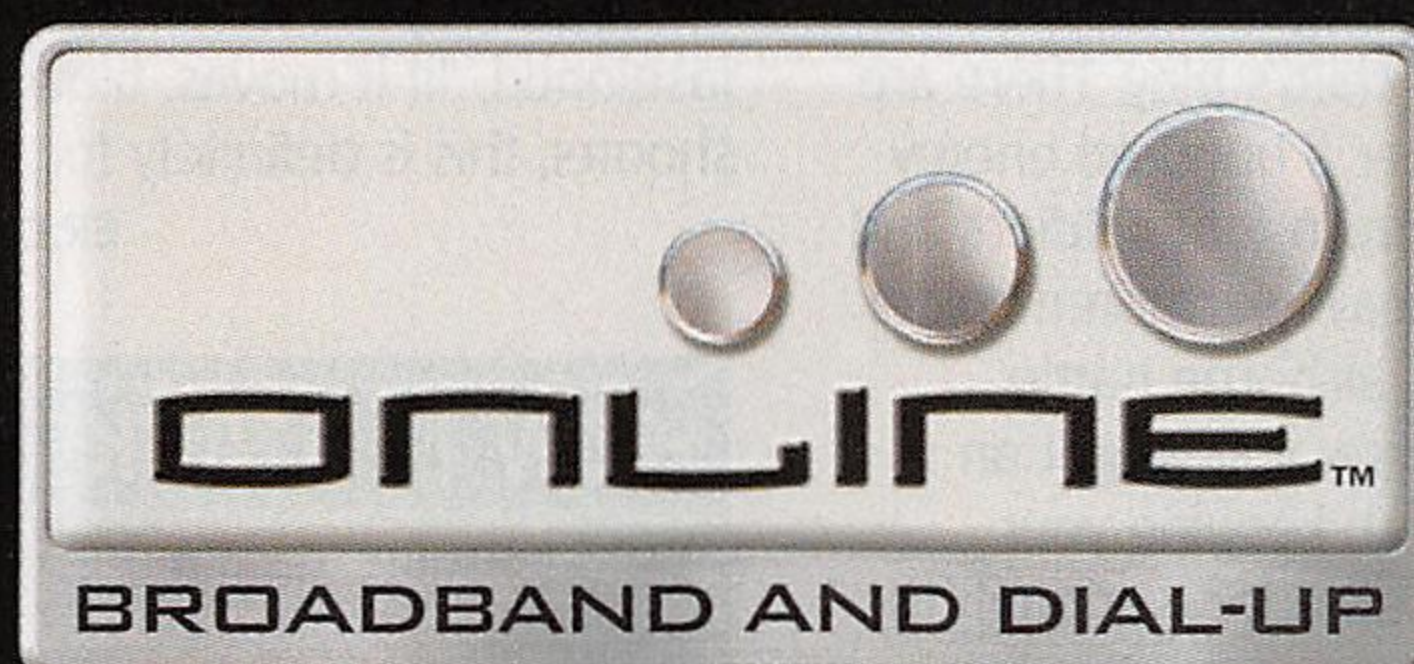
▲ Please do not be misled into thinking that hitting people with a nail-studded baseball bat is fun...

PSM 3
FINAL SCORE

BAD

This title is nothing but nasty, brutish, and short. Konami has unfortunately hit upon an evolutionary dead end with this series.

No one will mind if you play naked.



Look for this icon on *ATV Offroad Fury 2* and other PlayStation 2 games with online capability.

www.playstation.com. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. *ATV Offroad Fury* is a trademark of Sony Computer Entertainment America Inc. Developed by Rainbow Studios. ©2002 Sony Computer Entertainment America Inc. "Live In Your World. Play In Ours." and the "Online" logo are trademarks of Sony Computer Entertainment America Inc.

LIVE IN YOUR WORLD.
PLAY IN OURS.

GAME INFO PUB INFOGRAMES | DEV LOST TOYS | MAX PLAYERS TWO | ESRB RATING TEEN



▲ The only place worse to be than here when this guy opens fire would be a few feet to the right.

▲ The action is viewed in first person, so you'll always have a clear view of the action. This Spider Tank is about to get a blue plasma surprise.

BATTLE ENGINE AQUILA

It's red versus blue, and everybody's got guns—game on!

PSM
MUST-BUY
BRONZE

This action-packed game looks at first like a first-person mech shooter, but developer Lost Toys actually conceived it as a spiritual successor to classic 2D arcade blast-a-thons like *Gradius* and *R-Type*. Whatever your definition, it looks great, controls well, and has more explosions per square inch than any three other games. We love it.

The game's unusual title is also the name of the player's craft: the Battle Engine Aquila. It's actually not a mech, but a sort of tank/jet hybrid. On the ground, it walks around on four spidery legs and blasts every

enemy around it with a variety of grenades, missiles, energy blasts, and the like, protected all the while by an energy shield that constantly recharges itself. The Aquila can also take to the skies and deliver death from above, unshielded, but still wielding a powerful arsenal.

BEA constantly drops you smack into the middle of massive battles that make the firefights in most games look like child's play. There are often literally over a hundred enemy units onscreen, from foot soldiers and turret guns to heavily armored spider tanks and huge, airborne battle cruisers. Of course, you've got an army, too—in fact, keeping your forces alive long enough to help you out is critical to success in most missions.

Control is tight and responsive, sound comes complete with thunderous stereo explosions, and despite the massive number of units onscreen, the graphics are quite detailed and the

framerate very rarely fluctuates.

There are a full 27 single-player missions, most of which come in regular and insane versions, and some really interesting multiplayer options: along with one-on-one deathmatch, there's a co-op mode and a "skirmish" mode that enables you to command your whole army RTS-style. Ultimately, *BEA* isn't overly fancy, but if you want a good, old fashioned, "if it moves, blow it up" shooter, this is definitely for you.

ERIC BRATCHER

HOW IT STACKS UP

Battle Engine Aquila	8
Defender	8
Mobile Suit Gundam	7
Robotech: Battlecry	7
Armored Core 3	7



▲ The framerate rarely wavers, even with dozens of units onscreen at once.



▲ This is what the Battle Engine Aquila looks like from the outside: If you're good, this is the last thing your target will ever see.

PSM **8** **VERY GOOD**
FINAL SCORE

If this is what the old-school, 2D shooter has evolved into, we'll take it! Simple, bombastic arcade action that looks great and never lets up. **BLOW EVERYTHING UP!**



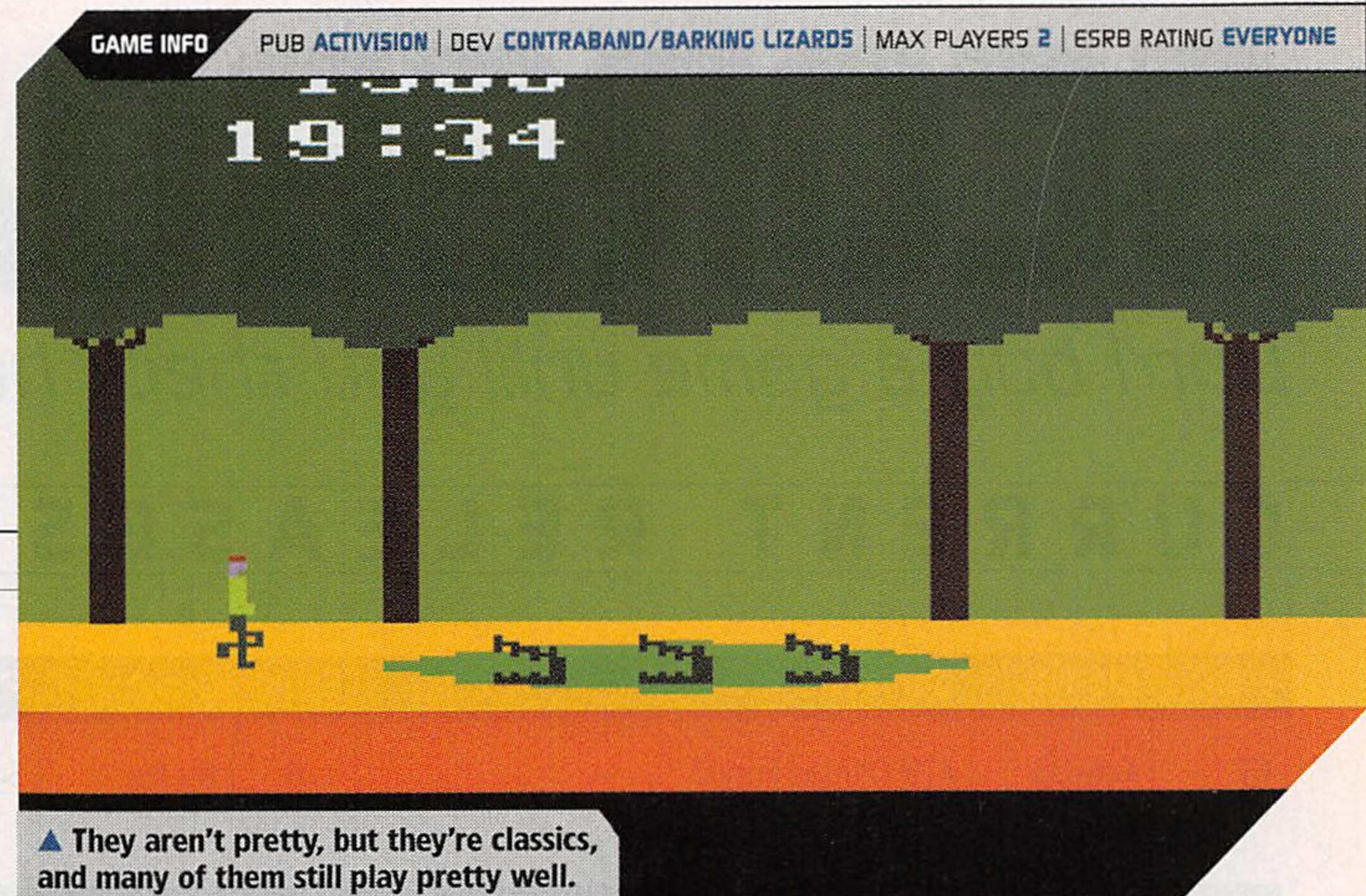
ACTIVISION ANTHOLOGY

A little nostalgia and a whole lot of games

This is a difficult title to review because every one of these games is seriously dated, yet many of them are legendary classics. As such, the appeal of this collection is going to depend upon the age of the person playing it. I absolutely loved it, but I'm old enough to remember when the moon walk was the strangest thing Michael Jackson had done lately.

Here's what you get: 48 of

Activision's original Atari 2600 games, in their original forms: *BarnStorming*, *Stampede*, *Freeway*, *River Raid*, *Pitfall!*, *Tennis*, *Boxing*, *Fishing Derby*, *Laser Blast*, *Megamania*, *Dragster*, *H.E.R.O.*, and more. Some haven't appeared on any other collection, like *Beamrider*, *Pitfall 2*, *Space Shuttle*, and even Imagic's *Demon Attack*, and two of them are previously unreleased: *Kabobber* and *Thwacker*. Moreover, it's really surprising how playable many



▲ They aren't pretty, but they're classics, and many of them still play pretty well.

of them still are, even after all these years (but the Dual Shock 2 stinks for *Kaboom!*)

There's also a ton of unlockable stuff, ranging from special effects (for example, you can play your game on the face of a rotating cube) to old commercials and replicas of the old Activision patches. Plus, it all rocks along to an 80's-themed soundtrack way smaller than *Vice City's*, but no less good, featuring tunes from Twisted Sister, A-Ha, and more. Collections like this are hit and miss,

but this is the finest we've ever seen.

ERIC BRATCHER



▲ The interface is awesome—check out the cartridge rack and the old TV.

PSM
FINAL SCORE

7

GOOD

If you don't remember the games, walk away. But if you ever had a 2600, you'll love this collection (it's '80s-priced, too—only 30 bones).

"Best on the block" doesn't mean much anymore.



Look for this icon on My Street™ and other PlayStation®2 games with online capability.

www.playstation.com. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). My Street is a trademark of Sony Computer Entertainment Inc. ©2002 Sony Computer Entertainment America Inc. Designed and developed by Idol Minds. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The "Online" logo and "Live In Your World. Play In Ours." are trademarks of Sony Computer Entertainment America Inc.

LIVE IN YOUR WORLD.
PLAY IN OURS.

SCOREBOARD

Don't buy a game until you check here first!

CURRENT RELEASES

Issue	Month	Game Name	Score	Genre	Publisher	Summary
67	Feb-03	ATV Offroad Fury 2	8	Racing	Sony CEA	While this sequel doesn't dramatically improve on the first game's graphics or control, it makes up for that with good, new courses, fun mini-games, and online play.
67	Feb-03	BMX XXX	6	Action	Acclaim	When all is said and done, the stripper-themed atmosphere and toilet-humor missions can't hide the fact that <i>BMX XXX</i> is a just slightly better than average game.
67	Feb-03	Conflict Zone	5	Strategy	Ubi Soft	Bad control and sorry play ensure that this will be thrown on the pile of forgettable strategy games.
67	Feb-03	Dark Angel	6	Action	Sierra	Neat effects and TV license if you're a fan, but a handful of action games do everything seen here better.
67	Feb-03	Disaster Report	7	Action	Agetec	This is an original game that feels almost as tense as <i>Resident Evil</i> , but with a realistic premise. Its only weaknesses are limited longevity and bland graphics.
67	Feb-03	Disney's PK	7	Platform	Ubi Soft	More discerning PS2 platform fans should seek Sony's <i>Ratchet & Clank</i> or <i>Sly Cooper</i> , as <i>PK</i> is short.
67	Feb-03	Dragon Ball Z: Budokai	3	Fighting	Infogrames	A well-presented license and nothing else. <i>DBZ: Budokai</i> is bereft of quality fighting action.
67	Feb-03	Dynasty Warriors 3	6	Action	Koei	It's sensibly priced, and fans should appreciate some very cool new features.
67	Feb-03	Final Four 2003	6	Sports	989 Sports	<i>Final Four 2003</i> is better than last year, but the game needs a whole lot more improvement.
67	Feb-03	Fighter Maker 2	7	Fighting	Agetec	A no-frills tool kit with little flash and a lot power. Novices should steer clear, however.
67	Feb-03	Ghost Recon	5	Action	Ubi Soft	It's a good port as far as graphics and control, but strategy limitations steal <i>Ghost Recon's</i> magic.
67	Feb-03	Harry Potter and the Chamber of Secrets	6	Action	EA Games	It's often pretty, but very simplistic and way too rough around the edges to appeal to most gamers.
67	Feb-03	Haven	5	Action	Midway	While fairly enjoyable, <i>Haven</i> is too generic in its design. Everything here has been done better...
67	Feb-03	March Madness 2003	7	Sports	EA Sports	Fans will enjoy this visually unappealing game, thanks to its polished and addictive gameplay.
67	Feb-03	Minority Report	6	Action	Activision	A game that teaches a strange lesson: Kill hundreds to prove that you're innocent of killing just one.
67	Feb-03	Mystic Heroes	7	Fighting	Koei	A lighter <i>Dynasty Warriors</i> that may actually be better than its inspiration
67	Feb-03	NCAA College Basketball 2K3	9	Sports	Sega Sports	<i>NCAA College Basketball 2K3</i> is simply the most realistic, deep, and overall best college basketball game available on the PS2—or ever, for that matter. Try it... we're sure you'll like it...
67	Feb-03	Pro Race Driver	8	Racing	CodeMasters	Not only does it look good and play great, but this racer also has (gasp!) an excellent story mode.
67	Feb-03	Rally Fusion	7	Racing	Activision	Not the deepest rally game around, but <i>Rally Fusion</i> is still a polished, well-rounded effort, overall.
67	Feb-03	Spyro: Year of the Dragonfly	6	Platform	Universal	Skip it if you want something truly new, but pick it up if you're feeling nostalgic.
67	Feb-03	Star Wars: Bounty Hunter	7	Action	LucasArts	<i>Star Wars</i> atmosphere, terrific ILM visuals, and a John Williams soundtrack that will knock your socks off help to make <i>Bounty Hunter</i> a bona fide contender.
67	Feb-03	The Sims	8	Simulation	EA	A completely new experience that will have a lot of gamers reliving their lives, or at least the lives of their not-so-inhibited, swinging alter-egos. Hot tub, baby!
67	Feb-03	Treasure Planet	8	Platform	Sony CEA	Give other Sony platformers the nod first, but <i>Treasure Planet</i> is certainly in their league.
67	Feb-03	Zapper	4	Action	Infogrames	<i>Zapper</i> is as inspired as you would expect. There are many better action games to try.



◀ You can have it "maid in the shade" while playing *The Sims*.

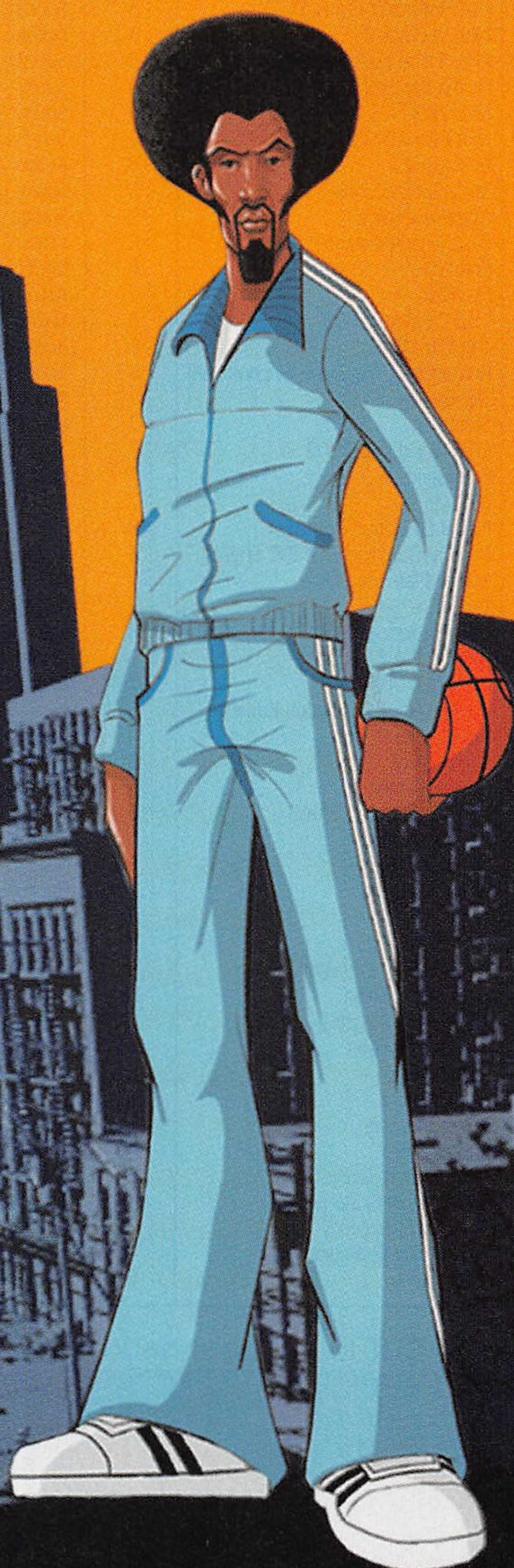
Bigger than life moves. Coming this March.



© 2003 Electronic Arts Inc. EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. The NBA and individual NBA member team identifications, including but not limited to the EA SPORTS BIG logo, are trademarks or registered trademarks of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2003 NBA Properties, Inc. All Rights Reserved. TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. All other trademarks are the property of their respective owners. EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands.



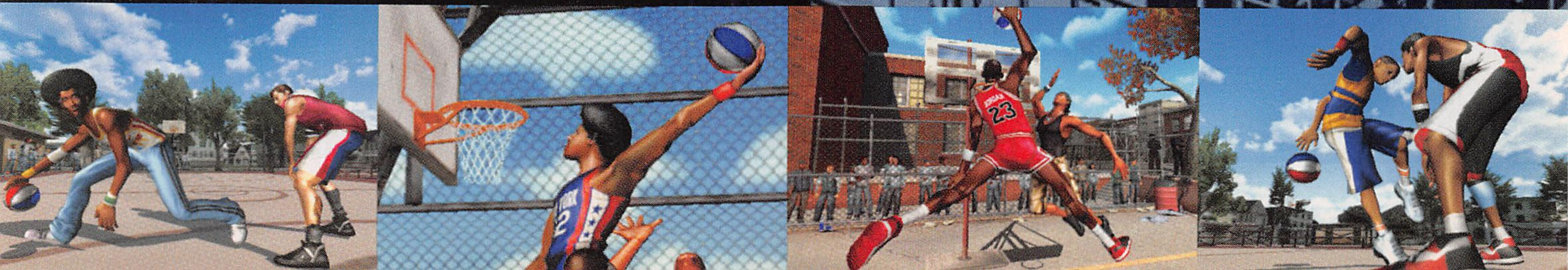
nbastreet.com



PlayStation 2



Visit www.esrb.org or call 1-800-771-3772 for Rating Information.



SCORE ARCHIVE

Iss.	Month	Game Name	Score	Genre	Publisher
66	Jan-03	Contra: Shattered Soldier	9	Shooter	Konami
66	Jan-03	Dead To Rights	8	Action	Namco
66	Jan-03	Dr. Muto	7	Platformer	Midway
66	Jan-03	FIFA 2003	8	Sports	EA Sports
66	Jan-03	Grand Theft Auto: Vice City	9	Action	Rockstar
66	Jan-03	James Bond 007: NightFire	7	Action	EA
66	Jan-03	Jet X20	6	Racing	Sony CEA
66	Jan-03	LOTR: The Fellowship Of The Ring	6	Adventure	Black Label
66	Jan-03	LOTR: The Two Towers	7	Adventure	EA
66	Jan-03	Marvel Vs. Capcom 2	7	Fighting	Capcom
66	Jan-03	Mortal Kombat: Deadly Alliance	8	Fighting	Midway
66	Jan-03	NASCAR: Dirt To Daytona	8	Racing	Infogrames
66	Jan-03	NHL 2K3	8	Sports	Sega Sports
66	Jan-03	NHL FaceOff 2003	6	Sports	Sony CEA
66	Jan-03	RAD: Robot Alchemic Drive	8	Action	Enix
66	Jan-03	Reign Of Fire	6	Car Combat	Bam!
66	Jan-03	Rocky	7	Fighting	Infogrames
66	Jan-03	Rygar: The Legendary Adventure	8	Adventure	Tecmo
66	Jan-03	Suikoden III	9	RPG	Konami
66	Jan-03	Tiger Woods PGA Tour 2003	8	Sports	EA
66	Jan-03	Tony Hawk's Pro Skater 4	9	Sports	Activision
66	Jan-03	WWE SmackDown: Shut Your Mouth	8	Wrestling	THQ
66	Jan-03	Wreckless: The Yakuza Missions	7	Driving	Activision
66	Jan-03	X-Men: Next Dimension	6	Action	Activision
65	Dec-02	Blade II	4	Action	Activision
65	Dec-02	BloodRayne	6	Action	Majesco
65	Dec-02	Burnout 2: Point Of Impact	9	Racing	Acclaim
65	Dec-02	DDR Max	9	Dancing	Konami
65	Dec-02	Defender	8	Shooter	Midway
65	Dec-02	Document of Metal Gear Solid 2	8	Document	Konami!
65	Dec-02	Evolution Skateboarding	6	Sports	Konami
65	Dec-02	Hitman 2: Silent Assassin	8	Action	Eidos
65	Dec-02	NASCAR Thunder 2003	8	Racing	EA
65	Dec-02	NBA 2K3	9	Sports	Sega Sports
65	Dec-02	NBA Live 2003	9	Sports	EA Sports
65	Dec-02	NBA ShootOut 2003	7	Sports	989 Sports
65	Dec-02	NBA Starting Five	6	Sports	Konami
65	Dec-02	NHL 2003	8	Sports	EA
65	Dec-02	Ratchet & Clank	9	Platform	Sony
65	Dec-02	Red Faction II	8	Action	THQ
65	Dec-02	Shinobi	6	Action	Sega
65	Dec-02	Shox	8	Racing	EA
65	Dec-02	Silent Scope 3	5	FPS	Konami
65	Dec-02	Sly Cooper & Thievius Raccoonus	8	Action	Sony CEA
65	Dec-02	Superman	4	Action	Infogrames
65	Dec-02	Terminator: Dawn Of Fate	6	Adventure	Infogrames
65	Dec-02	Whirl Tour	5	Sports	Crave
64	Nov-02	.hack	8	RPG	Bandai
64	Nov-02	Commandos 2: Men Of Courage	7	Strategy	Eidos
64	Nov-02	Conflict: Desert Storm	6	Shooter	Gotham
64	Nov-02	Disney Golf	7	Sports	EA
64	Nov-02	Dual Hearts	7	RPG	Atlus
64	Nov-02	Dynasty Tactics	7	Strategy	Koei
64	Nov-02	Ferrari F355 Challenge	8	Racing	Sega
64	Nov-02	Grandia Xtreme	6	RPG	Enix
64	Nov-02	Legaia 2: Duel Saga	7	RPG	Eidos
64	Nov-02	Mobile Suit Gundam	7	Action	Capcom
64	Nov-02	Myst III: Exile	7	Adventure	Ubi Soft
64	Nov-02	NHL Hitz 20-03	8	Sports	Midway
64	Nov-02	Robotech: Battlecry	7	Shooter	TDK
64	Nov-02	Run Like Hell	6	Horror	Interplay
64	Nov-02	The Scorpion King	5	Action	Universal
64	Nov-02	Sega Bass Fishing	6	Sports	Sega
64	Nov-02	Sega Soccer Slam	7	Sports	Sega
64	Nov-02	Sub Rebellion	6	Action	Metro 3D
64	Nov-02	Summoner 2	7	RPG	THQ
64	Nov-02	Super Bust-A-Move 2	8	Puzzle	Ubi Soft
64	Nov-02	The Thing	8	Horror	Universal
64	Nov-02	TimeSplitters 2	9	FPS	Eidos
64	Nov-02	Tribes Aerial Assault	8	FPS	Sierra
64	Nov-02	Turok: Evolution	6	FPS	Acclaim

Iss.	Month	Game Name	Score	Genre	Publisher
64	Nov-02	Ty The Tasmanian Tiger	8	Platform	EA
64	Nov-02	Wild Arms 3	8	RPG	Square
63	Oct-02	Armored Core 3	7	Action	Agetec
63	Oct-02	Dino Stalker	5	Light gun	Capcom
63	Oct-02	GameBreaker 2003	6	Sports	989 Studios
63	Oct-02	Gungrave	4	Action	Sega
63	Oct-02	Kelly Slater's Pro Surfer	8	Sports	Activision
63	Oct-02	Kingdom Hearts	8	RPG	Square EA
63	Oct-02	NCAA Football 2K3	7	Sports	Sega
63	Oct-02	NFL Gameday 2003	5	Sports	989 Sports
63	Oct-02	Need For Speed: Hot Pursuit 2	9	Racing	EA
63	Oct-02	Ninja Assault	6	Lightgun	Namco
63	Oct-02	Pac-Man Fever	5	Party	Namco
63	Oct-02	Riding Spirits	6	Racing	Bam!
63	Oct-02	Socom: U.S. Navy Seals	8	Action	Sony CEA
63	Oct-02	Street Hoops	6	Sports	Activision
63	Oct-02	Tekken 4	8	Fighting	Namco
62	Sep-02	Barbarian	7	Action	Titus
62	Sep-02	Capcom Vs. SNK: Pro	7	Fighting	Capcom
62	Sep-02	F1 2002	7	Racing	EA Sports
62	Sep-02	Madden NFL 2003	9	Sports	EA Sports
62	Sep-02	Mat Hoffman's Pro BMX 2	8	Sports	Activision
62	Sep-02	Men In Black II	4	Action	Infogrames
62	Sep-02	Mike Tyson Heavyweight Boxing	3	Sports	Codemasters
62	Sep-02	NCAA Football 2003	9	Sports	EA Sports
62	Sep-02	NFL 2K3	9	Sports	Sega
62	Sep-02	NFL Blitz 20-03	7	Sports	Midway
62	Sep-02	Onimusha 2	8	Action	Capcom
62	Sep-02	Sega Sports Tennis	8	Sports	Sega
61	Aug-02	Aggressive Inline	9	Sports	Acclaim
61	Aug-02	C-12: Final Resistance	8	Action	Sony CEA
61	Aug-02	Endgame	6	Light Gun	Empire
61	Aug-02	Fireblade	7	Action	Midway
61	Aug-02	MLB Slugfest 20-03	8	Sports	Midway
61	Aug-02	The Mark Of Kri	6	Adventure	Sony CEA
61	Aug-02	Romance Of The Three Kingdoms VII	8	Strategy	Koei
61	Aug-02	Sky Gunner	7	Action	Atlus
61	Aug-02	Stuntman	7	Driving	Infogrames
60	July-02	FIFA World Cup 2002	7	Sports	EA Sports
60	July-02	Freekstyle	7	Racing	EA Big
60	July-02	GTC Africa	7	Racing	Majesco
60	July-02	Medal Of Honor Frontline	8	FPS	EA
60	July-02	Scooby-Doo: Night Of 100 Frights	6	Action	THQ
60	July-02	Spider-Man: the Movie	7	Action	Activision
60	July-02	Test Drive	7	Racing	Infogrames
60	July-02	UFC Throwdown	8	Fighting	Crave
60	July-02	Way Of The Samurai	7	Action	Bam!
59	June-02	Dropship: UPF	7	Action	Bam!
59	June-02	Dance Dance Revolution Konamix	8	Music	Konami
59	June-02	Headhunter	8	Action	Acclaim
59	June-02	Lethal Skies	5	Action	Sammy
59	June-02	Rayman Arena	6	Party Game	Ubi Soft
59	June-02	Red Card Soccer 20-03	6	Sports	Midway
59	June-02	The Italian Job	6	Driving	Rockstar
59	June-02	Transworld Surf	7	Sports	Infogrames
59	June-02	Wipeout Fusion	7	Racing	Bam!
58	May-02	Army Men RTS	7	Strategy	3DO
58	May-02	Blood Omen 2	5	Action	Eidos
58	May-02	Deus Ex: The Conspiracy	9	Action/RPG	Eidos
58	May-02	Ecco The Dolphin	5	Adventure	Acclaim
58	May-02	ESPN NBA 2Night 2002	6	Sports	Konami
58	May-02	Eve Of Extinction	6	Action	Eidos
58	May-02	Herdy Gerdy	8	Adventure	Eidos
58	May-02	Mad Maestro	6	Music	Eidos
58	May-02	Mister Mosquito	7	Action	Eidos
58	May-02	Savage Skies	4	Action	Bam!
58	May-02	Smash Court Tennis	6	Sports	Namco
58	May-02	Star Wars: Jedi Starfighter	7	Shooter	Lucasarts
58	May-02	State Of Emergency	6	Action	Rockstar
58	May-02	World Rally Championship	8	Racing	BAM!
57	Apr-02	Fatal Frame	6	Horror	Tecmo

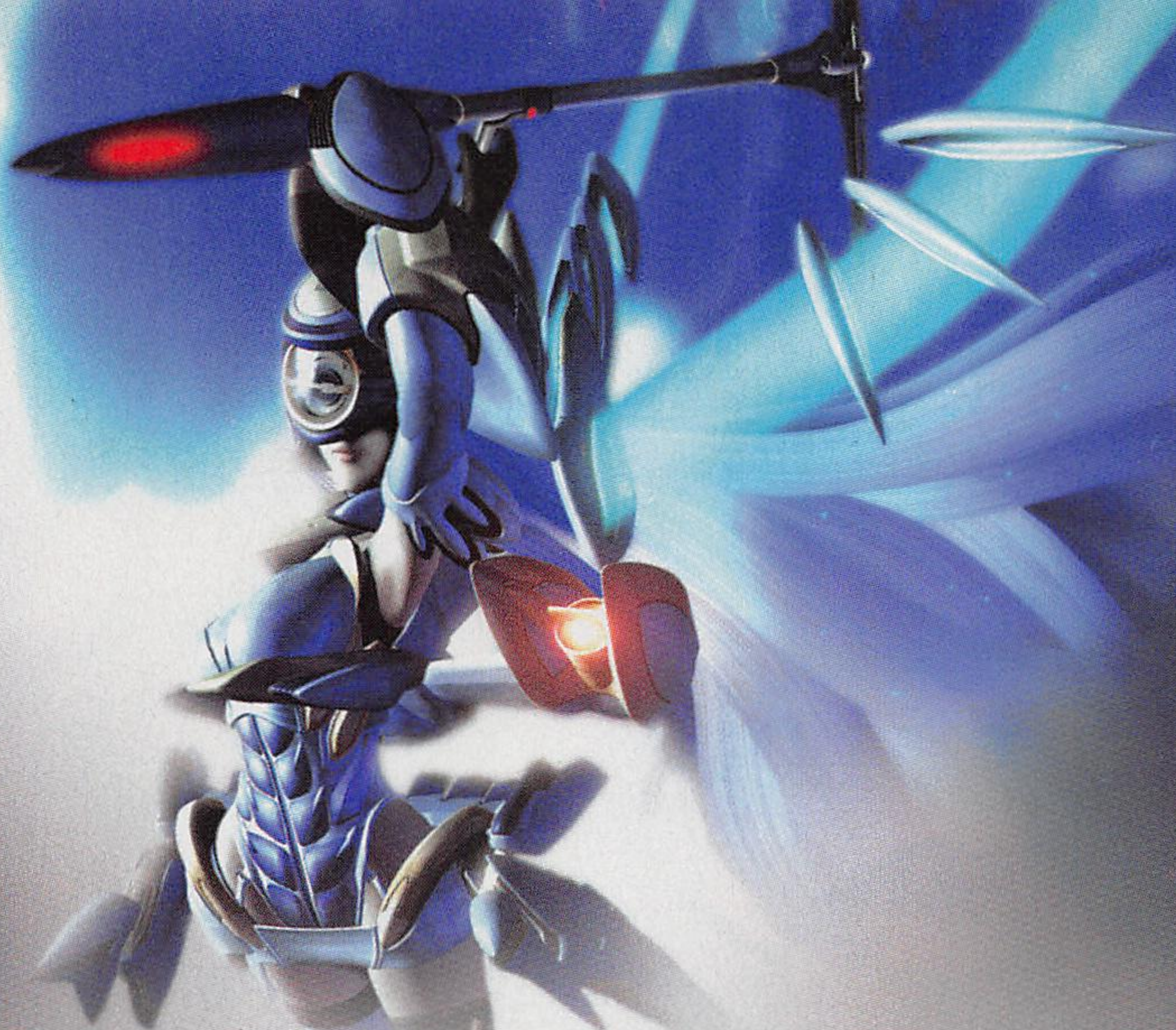
HIGH SCORES

These are the games that you've GOT to get your hands on!

Iss.	Month	Game name	Score	Genre	Publisher
54	Jan-01	Final Fantasy X	10	RPG	Square
52	Dec-01	MGS 2: Sons Of Liberty	10	Action	Konami
52	Dec-01	Tony Hawk's Pro Skater 3 (PS2)	10	Sports	Activision
51	Nov-01	Devil May Cry	10	Action	Capcom
50	Oct-01	Madden NFL 2002 (PS2)	10	Sports	EA Sports
47	July-01	Gran Turismo 3	10	Racing	Sony CEA
39	Nov-00	SSX (PS2)	10	Snowboard/Race	Electronic Arts
66	Jan-03	Contra: Shattered Soldier	9	Shooter	Konami
66	Jan-03	Grand Theft Auto: Vice City	9	Action	Rockstar
66	Jan-03	Suikoden III	9	RPG	Konami
66	Jan-03	Tony Hawk's Pro Skater 4	9	Sports	Activision
65	Dec-02	Burnout 2: Point Of Impact	9	Racing	Acclaim

Iss.	Month	Game name	Score	Genre	Publisher
65	Dec-02	DDR Max	9	Dancing	Konami
65	Dec-02	NBA 2K3	9	Sports	Sega Sports
65	Dec-02	NBA Live 2003	9	Sports	EA Sports
65	Dec-02	Ratchet & Clank	9	Platform	Sony
64	Nov-02	TimeSplitters 2	9	FPS	Eidos
63	Oct-02	Need For Speed: Hot Pursuit 2	9	Racing	EA
62	Sep-02	Madden NFL 2003	9	Sports	EA Sports
62	Sep-02	NCAA Football 2003	9	Sports	EA Sports
62	Sep-02	NFL 2K3	9	Sports	Sega
61	Aug-02	Aggressive Inline	9	Sports	Acclaim
58	May-02	Deus Ex: The Conspiracy	9	Action/RPG	Eidos
57	Apr-02	Hot Shots Golf 3	9	Sports	Sony CEA

namco[®]
WWW.NAMCO.COM



DESTINIES SO BIG THE UNIVERSE
CAN BARELY CONTAIN THEM.



Xenosaga[™]

EPISODE I
Der Wille zur Macht



Blood and Gore
Violence

WWW.XENOSAGA.COM

PlayStation[®]2

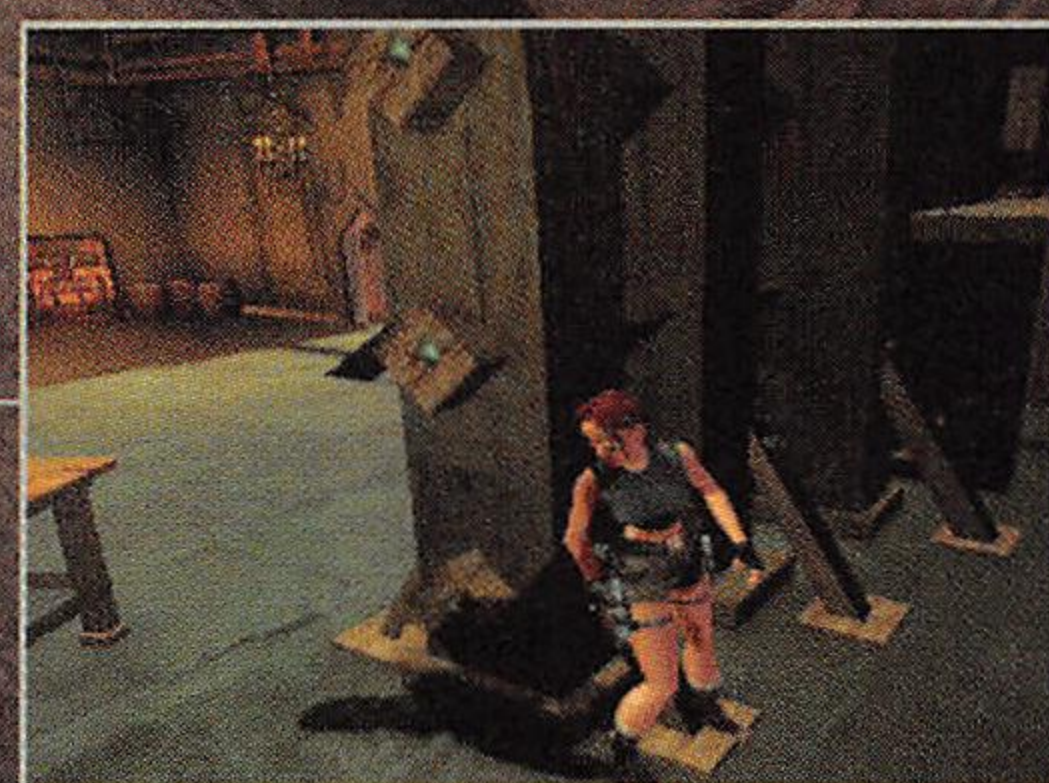
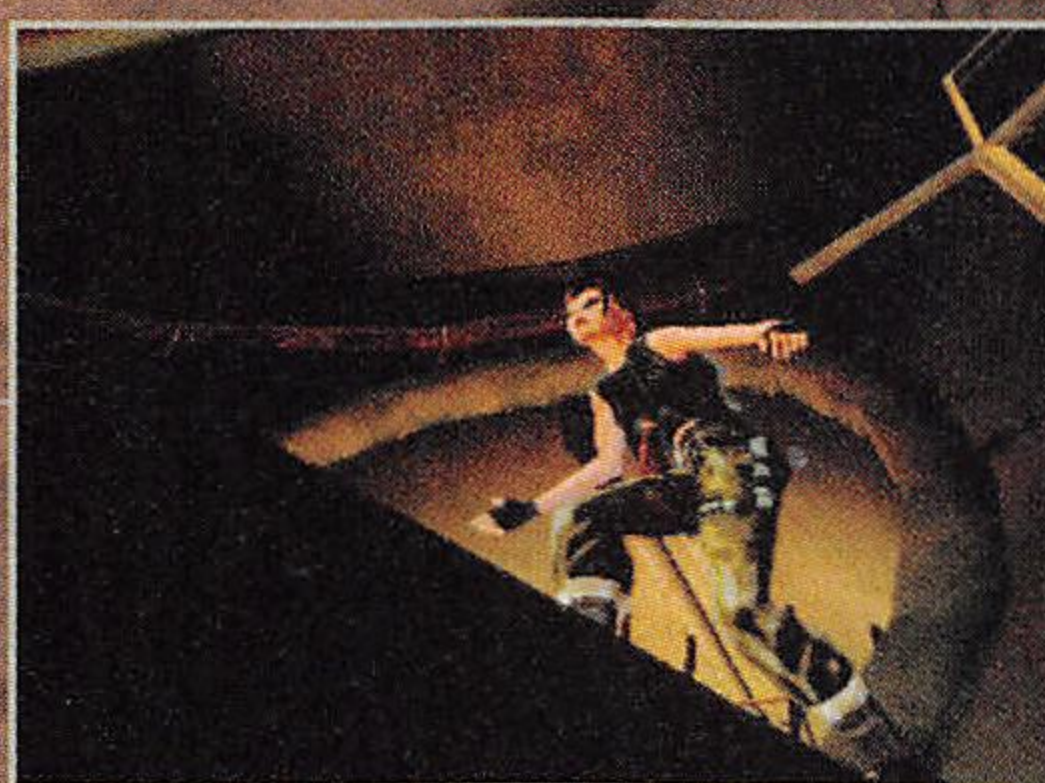




T10

MR. RAIDER

OUT OF THE DARKNESS



It's now been a long two years since a new *Tomb Raider* game was released. Lara Croft is still only seen in the shadows and fans are starting to get a little worried. And it doesn't help matters that, late last year, Eidos announced a three-month delay for *Tomb Raider: The Angel of Darkness*, Lara's first next-generation adventure. Now, gamers would have to wait until February. A little disappointed, ourselves, we felt it was time to return into the darkness and see what had actually happened to our apparently "fallen" angel. Was Core too ambitious? Would the game be delayed again?

After spending a day with the sequel, we

can honestly say that the answer to both questions is a resounding "No". *The Angel of Darkness* will arrive in February as promised, and there's no doubt that it's going to be one of the biggest and most anticipated titles of the year. It has to be. Too much time and energy has been invested for it to fail.

Over the next few pages, we're going to take you on a guided tour of what makes this *Tomb Raider* so radically different, yet strangely familiar. We left no stone unturned, spending hours with the game in order to make sure that we had the full and complete picture to share with you. Now, grab some walking shoes and turn the page. We've got a long journey ahead of us... ►►

► The strange thing about this *Tomb Raider* sequel is that it doesn't really resemble the past games in the series. In fact, if you dropped another character into Lara's place, one might glancingly confuse the title for one of the many action/adventure games already available on the PS2. Yet, once you pick up the controller and actually start to play, there's no mistaking this for anything else but a *Tomb Raider* game. Fans of the series will feel instantly at home. There's such a unique feel to it that no one else has managed to copy.

Visually Stunning and Beautifully Playing

Going through the numerous levels that make up *The Angel of Darkness*, one can't help but get a constant sense of awe at the amount of detail and variety there is to see. It's strange, though, because none of the eye candy you're exposed to is really new in any way. Particle-based snow storms, reflection maps, a far draw distance, impressive lighting effects; a lot of games have them, but it seems that none of them have managed to use them so cohesively and in such a polished manner.

Building upon that impressiveness is that fact that the game has so many large, outdoor locations. In a lot of ways, having such a great number of exteriors makes designing the game even more challenging. You don't constantly have walls and a room obstructing your view, so the game's engine has to

display so many more polygons. And, if the engine isn't powerful enough, the framerate generally drops significantly. That's part of what makes this game so impressive. Even standing on a rooftop, with the whole of Paris or Prague surrounding you, the game runs surprisingly smooth. In fact, we only noticed a few instances where the framerate was even an issue. Yet, even those minor hiccups will likely be removed in the final stages of optimization.

Lara, herself, while always a bit of a stunner to look at, has definitely benefited from a PS2 facelift. She not only looks ten times better, she also

► While she hasn't changed much since her last adventure, Lara has gone through some major events. Her mentor is now dead and she's being hunted by the police.

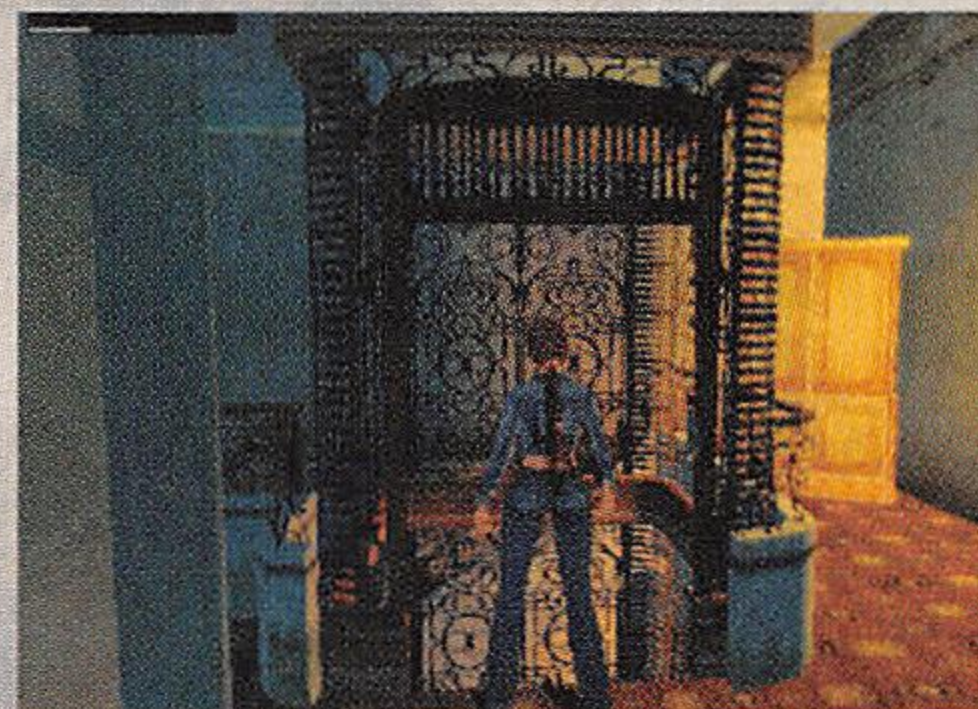
moves with the gracefulness of a ballerina. OK, maybe not that smooth. Still, with the inclusion of limited analog support, our heroine feels so much more responsive than she has in the past. Precision jumping is no longer quite the chore, either, since you don't have to be so exact with your positioning. That fact alone should have many a fan cheering. And, yes, the handstand is back, despite still not being useful for anything. There's also a flip-off-the-edge-and-grab maneuver, but even Core's not sure what situation would require it. Strange, huh? We guess that's what the next game is for.

What?! No More Tombs?!

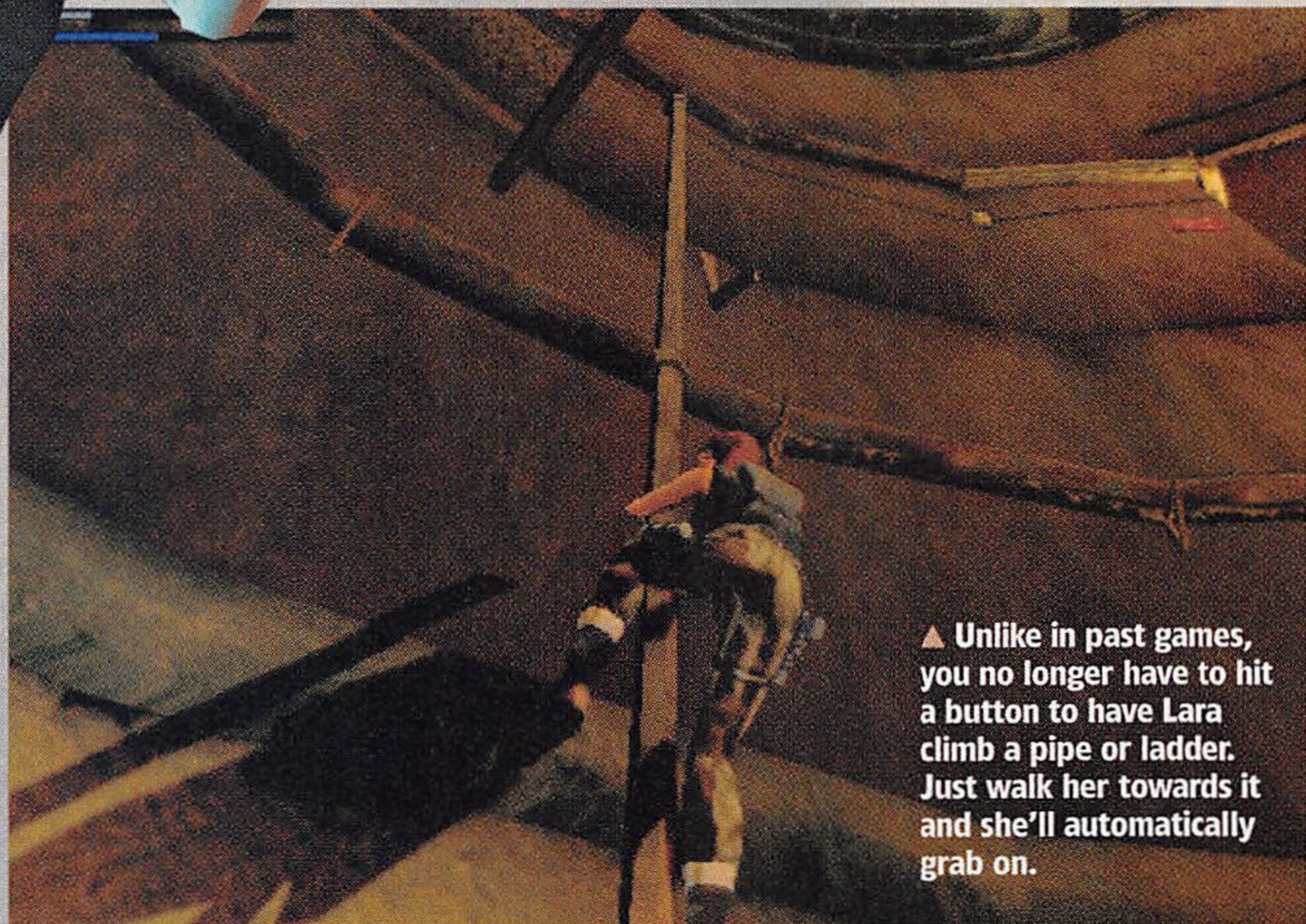
While the developers of *Tomb Raider* have always been adamant that Lara not be pigeon-holed as just a tomb-raider-



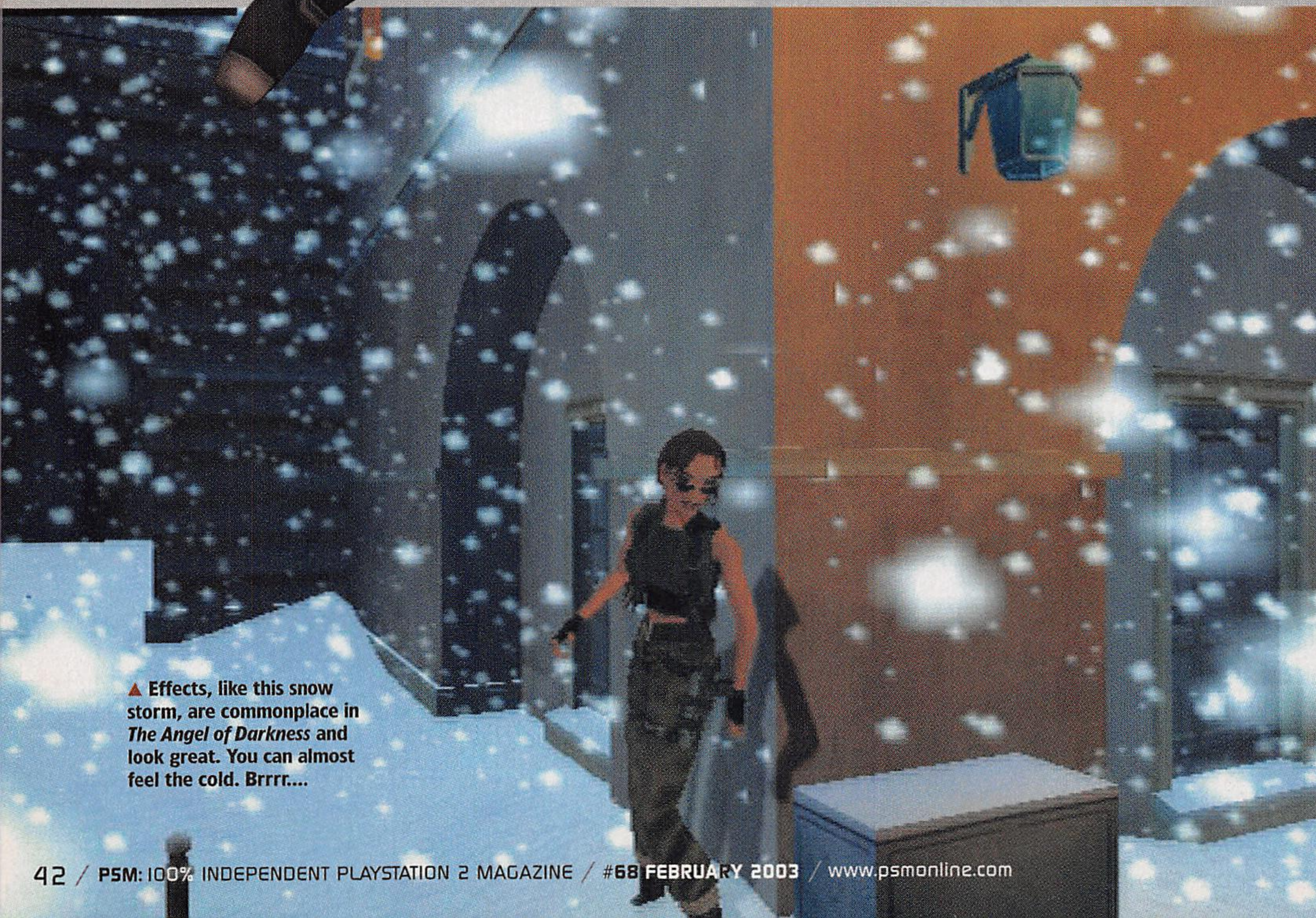
▲ While open spaces like this are common in other action/adventure titles, it's a bit strange to see them in a *Tomb Raider* game. Lara tends to like enclosed areas.



▲ When Lara reaches this ruined building, she's quickly discover the elevator doesn't work. A quick trip to the roof's power box will fix that, though.



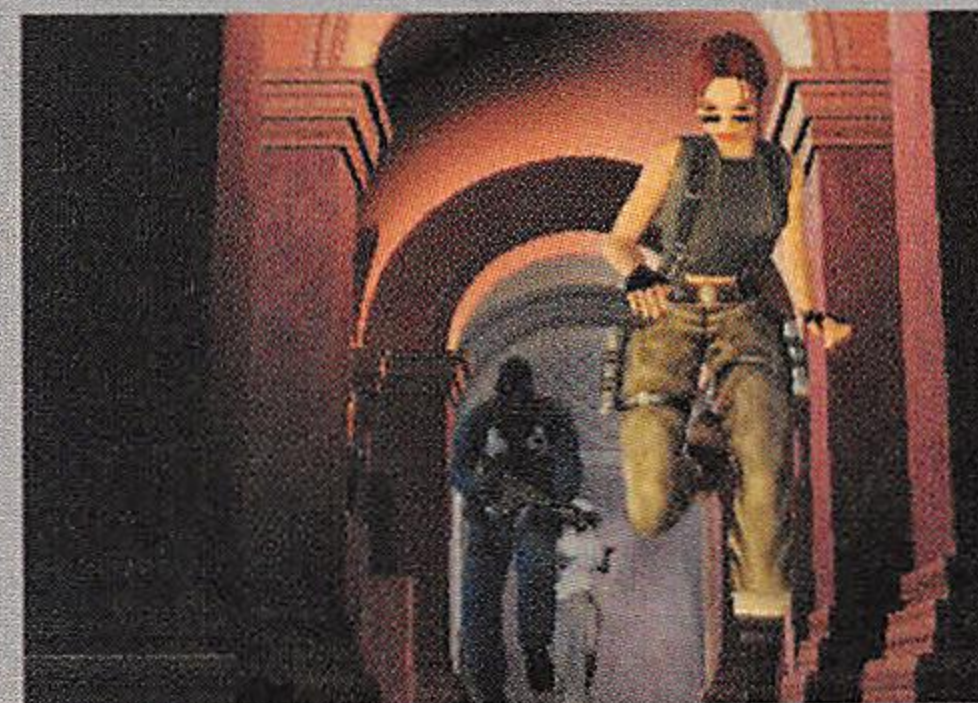
▲ Unlike in past games, you no longer have to hit a button to have Lara climb a pipe or ladder. Just walk her towards it and she'll automatically grab on.



▲ Effects, like this snow storm, are commonplace in *The Angel of Darkness* and look great. You can almost feel the cold. Brrrr....



▲ Kurtis starts out his game in a sort of strange asylum where the doctors are performing bizarre experiments on the patients. It's quite disturbing, actually.



▲ Lara may not be much of a fashion expert, but she definitely likes to change her clothes whenever we can. We counted at least three new costumes.

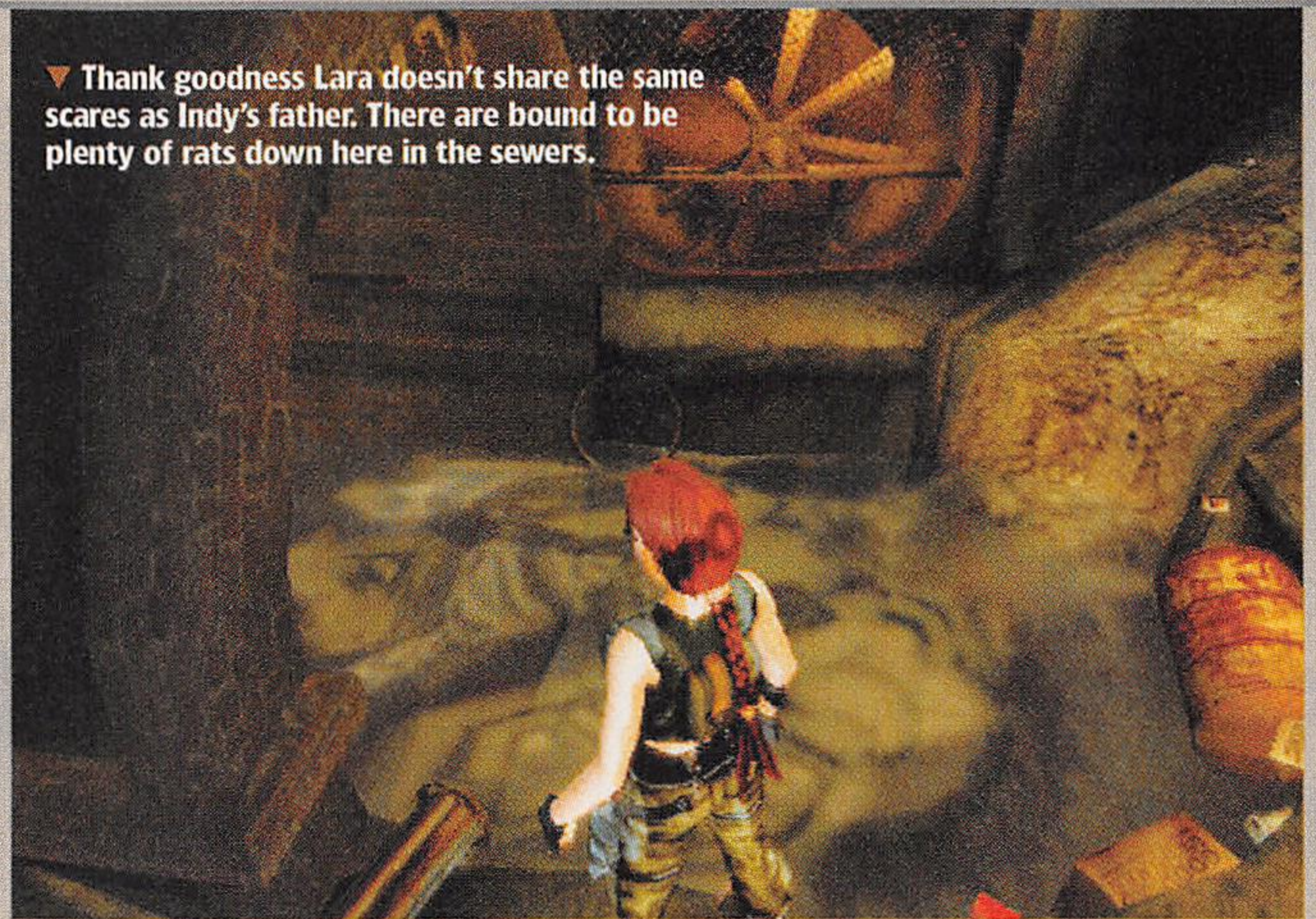
ing adventurer, it seems the series always retuned to that in one way or another. That's why it was so surprising to see that this game really doesn't feature any tombs at all. Sure, there are the standard underground areas, like the sewers and catacombs, but you'll never find yourself spending too much time in them. The focus has definitely been put on exploring the outside areas and buildings of the surface world. City streets, alleyways and condemned buildings have now become Lara's new playgrounds. It's not that bad, though, because Lara does get a few opportunities to visit a few landmarks, like the Louvre, but not necessarily under the best of circumstances. Both the police and a rival group, called The Cabal, are hot on her tail throughout the entire game.

When compared to her past adventures, though, the journey that Lara takes in *TAoD* may not be as far-reaching but it's definitely more involved. She'll end up exploring pretty much all of Paris and Prague and require at least three costume changes before it's all over.

Using Your Strengths

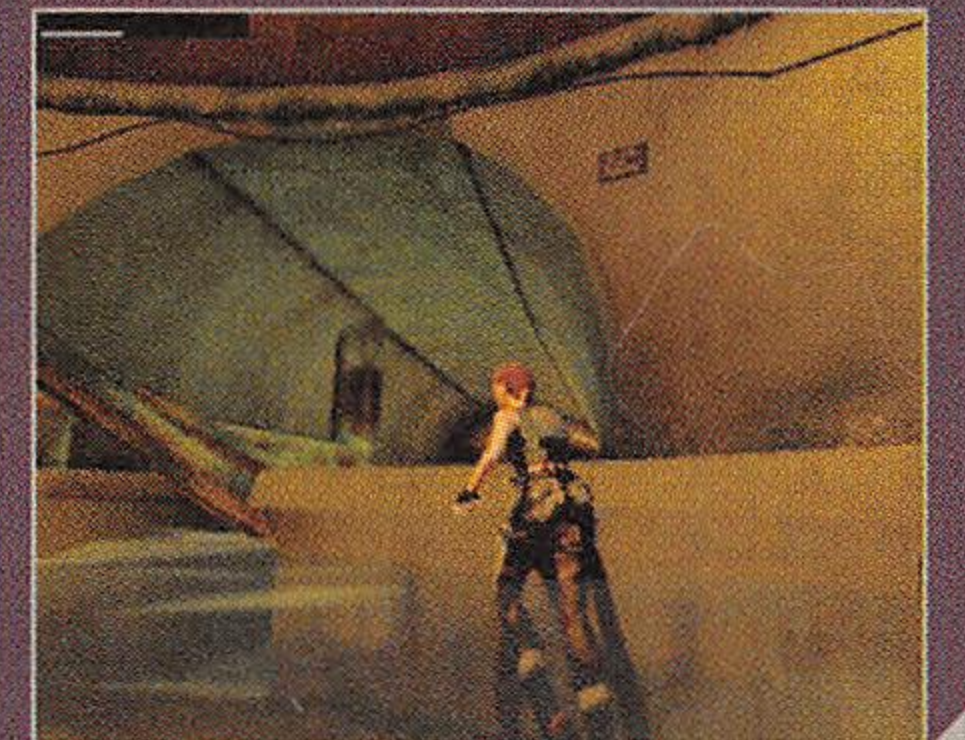
One of this sequel's most interesting new features is the addition of what Core likes to call "strengths." Basically, unlike in past games, Lara won't initially be able to crawl along ledges for very long or jump extra long distances. She'll actually have to earn these abilities—four levels worth—as she makes her way through the game. In some cases, you'll be able to find special power-ups that will make her stronger, as well. What this means, for better or for worse, is that Lara won't immediately be able to progress past every obstacle she comes across. Some ▶

▼ Thank goodness Lara doesn't share the same scares as Indy's father. There are bound to be plenty of rats down here in the sewers.



OUT OF THE TOMBS...

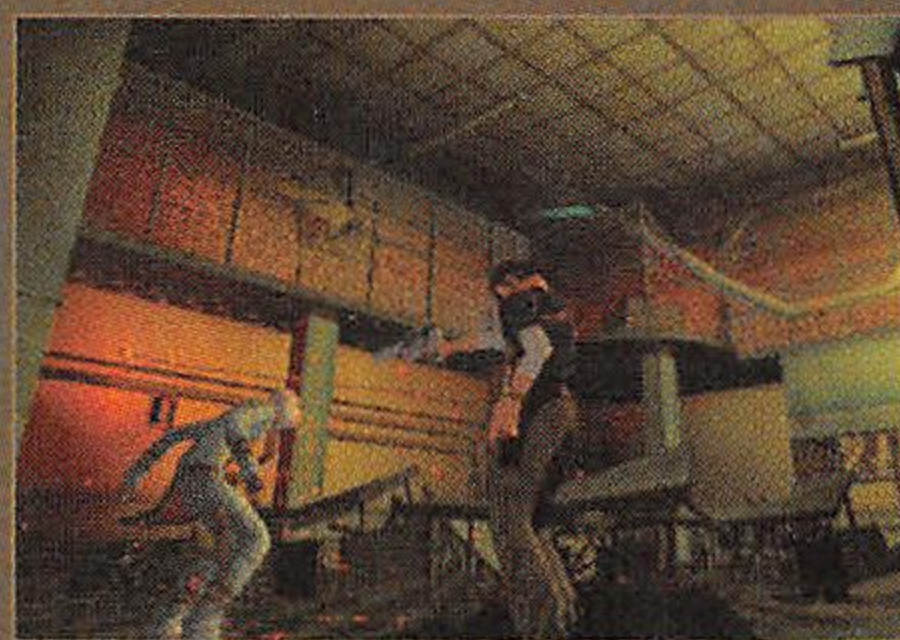
Throughout her career, Lara has visited a large number of locations, many of which haven't been actual tombs. However, all of them have been generally small or confined in some way. In this game, though, all of the places are quite large and open. Even the sewers and basements provide plenty of area for Lara to explore.



▲ It's amazing that the developers have managed to retain the familiar gameplay while completely changing the environments.



▲ Kurtis also has a Glaive as a secondary weapon, but he won't use it much.



▲ While Lara is more into exploration, Kurtis likes to just shoot everything.

UP-CLOSE WITH KURTIS TRENT

We first revealed the existence of *Tomb Raider's* second playable character, Kurtis Trent, way back in our August 2002 issue and since then, we've had a chance to really learn more about him and his true role in Lara's latest adventure. Surprisingly, it's actually not until a good amount into the game that players will actually get to control Kurt. He definitely shows up a lot, and early on, in the story segments, but you won't get hands-on with him until around two-thirds of the way through the game. For most intents and purposes, he plays pretty much like Lara, but just isn't quite as fast. He also won't have

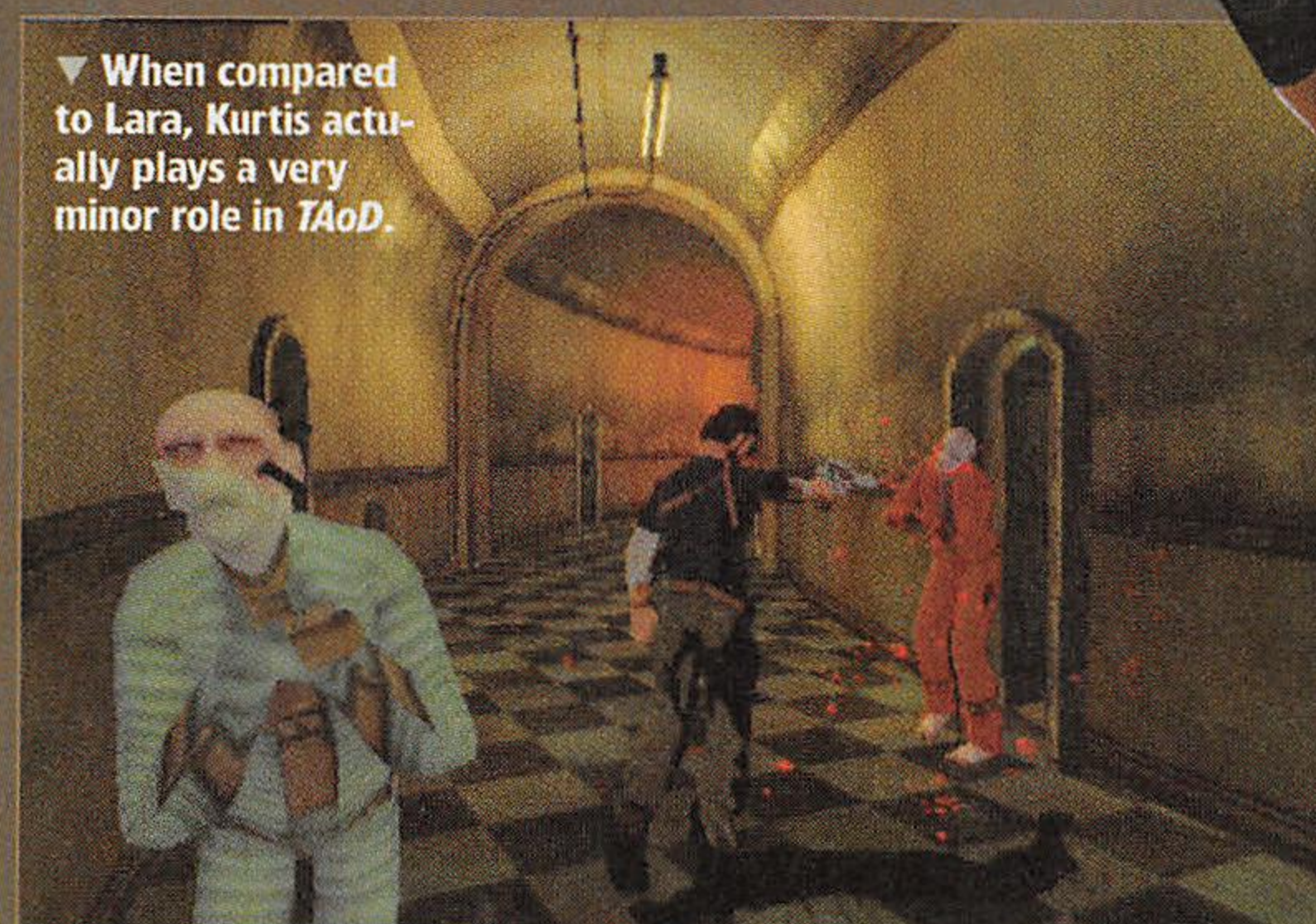
to deal with many puzzles or jumps. However, he does end up in a major gunfight with one of

the nastiest bosses in the game, a rather large insect-like creation of the Cabal's scientists.

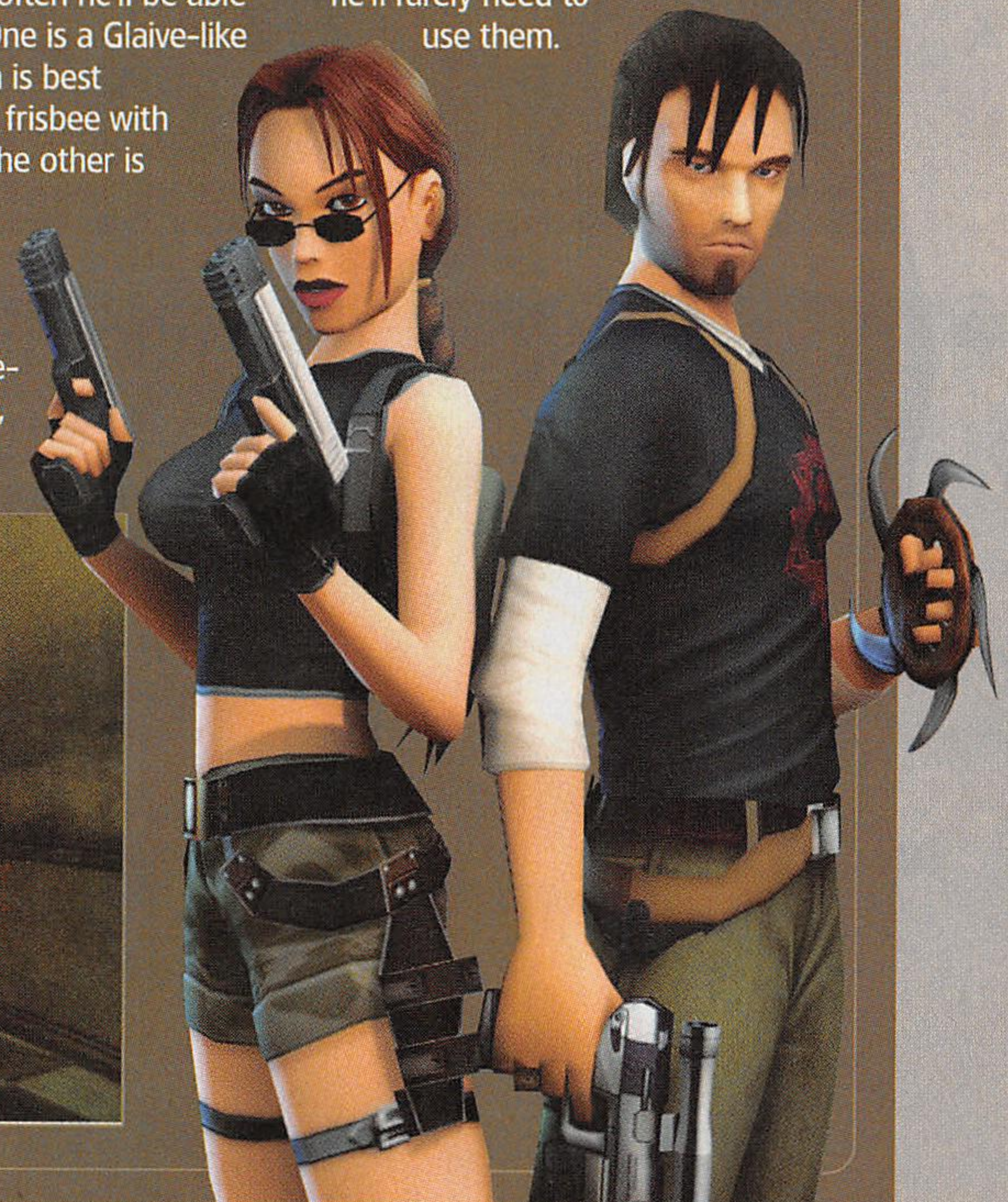
On the topic of guns, Kurt does tend to favor his sidearm, but he also has two other weapons at his disposal. It's just not clear how often he'll be able to use them. One is a Glaive-like weapon, which is best described as a frisbee with blades, while the other is more psychic in nature.

According to Core, Kurtis has limited telekinetic abilities, which are

somewhat akin to "The Force". He can move objects or alter their path, such as controlling his Glaive, but that's currently about it. Core may decide to bring Kurt's psychic abilities more to the forefront in later games, but for now, he'll rarely need to use them.



▼ When compared to Lara, Kurtis actually plays a very minor role in *TAoD*.



► will require a bit of backtracking later on in order to be circumvented.

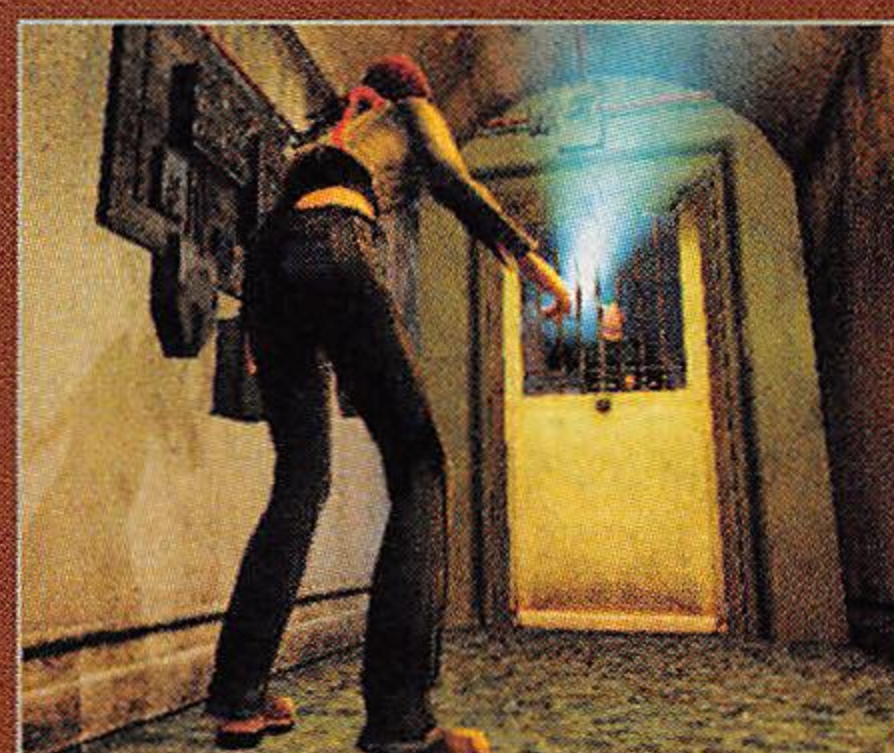
Slightly along those lines, Core has worked hard in order to make sure that *TAoD* doesn't end up as a purely linear game. From what we've seen, it appears that there's never any single "right way" to make it through a level. "For every situation, there are multiple solutions." So, while you might run in, with guns blazing, the first time you see an alleyway with guards; a second time through might reveal an alternate path with a bonus power-up to discover. It's truly up to the player, not the game, to decide which direction is the best one to take.

And In The End...

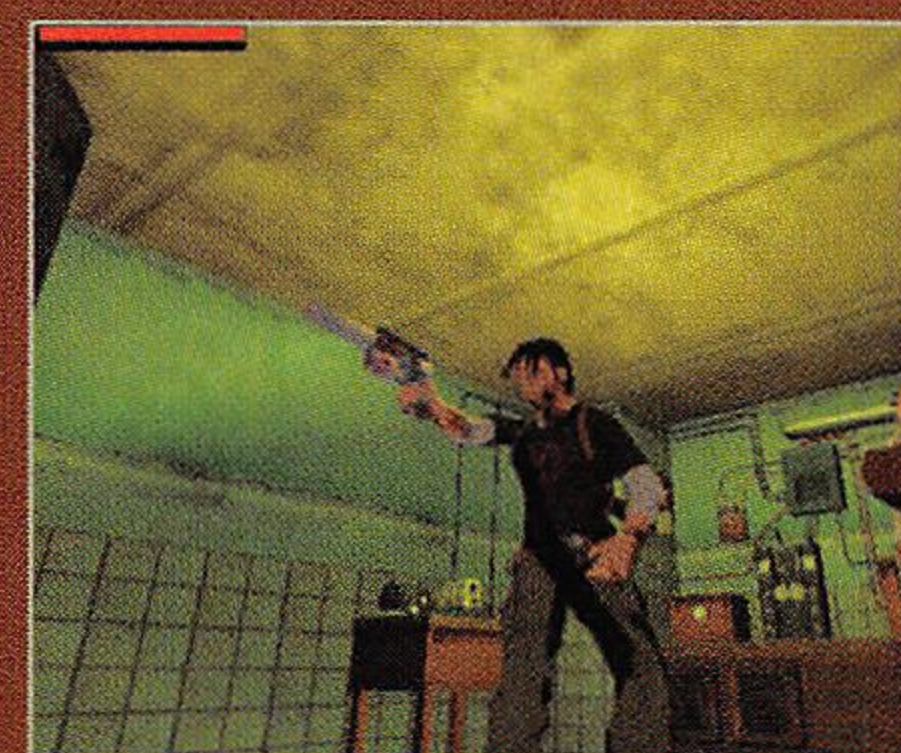
There's still a lot to *The Angel of Darkness* that we haven't even seen yet, but there's definitely no denying that Core is heading in the right direction with this sequel. Long time fans may be surprised at the sheer number of modifications that have been made to the classic *Tomb Raider* ►

TWO SIDES OF A COIN

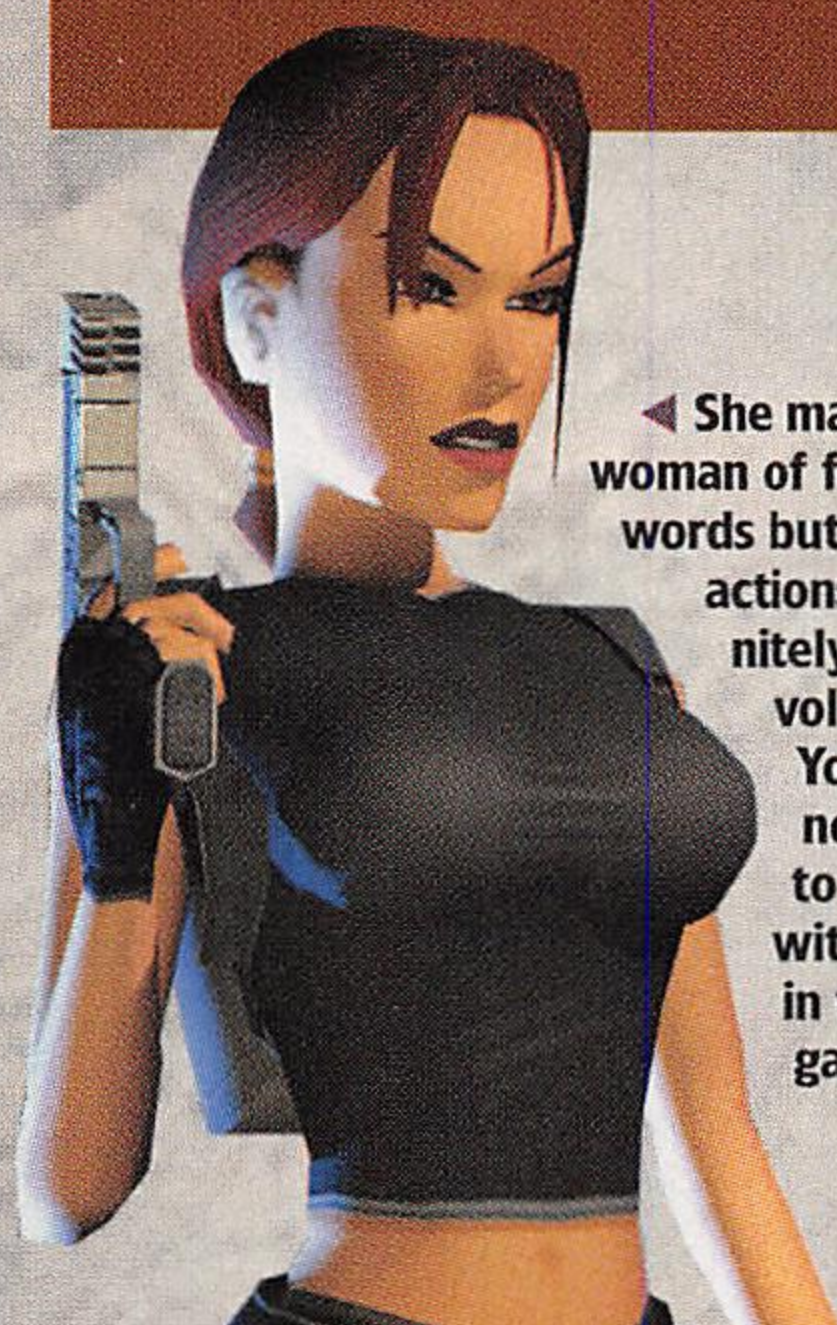
Lara and Kurtis are truly two sides of the same coin. Kurtis tends to prefer shooting and then ask questions later while Lara likes to get a better idea of the situation before running in with guns blazing. You'll notice that she likes to sneak around a lot.



▲ Especially in the early levels, you'll need to sneak around a lot.



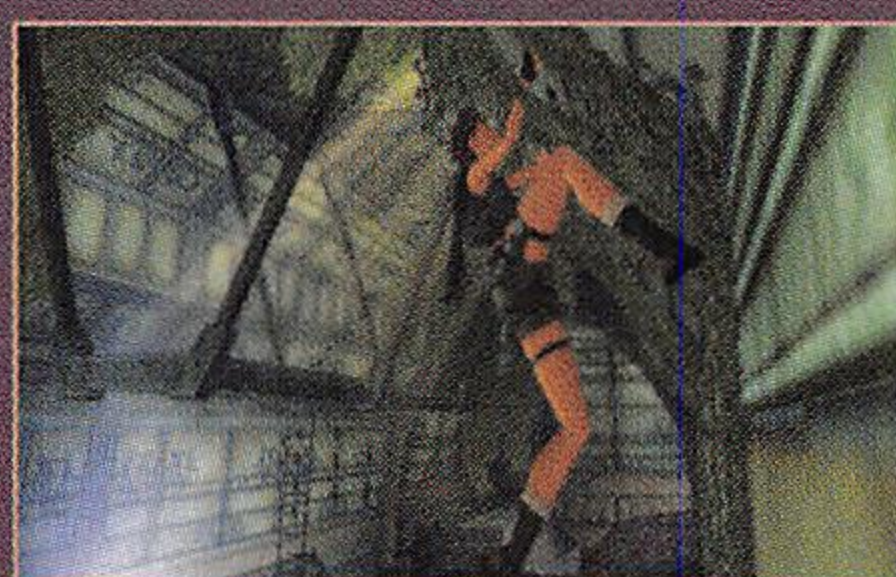
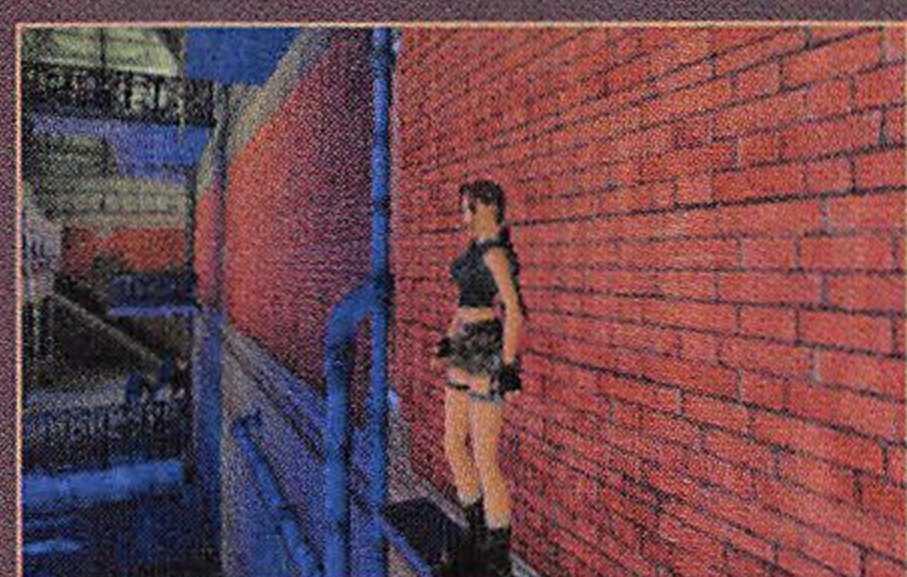
▲ Constantly surrounded, Kurtis communicates with his guns.



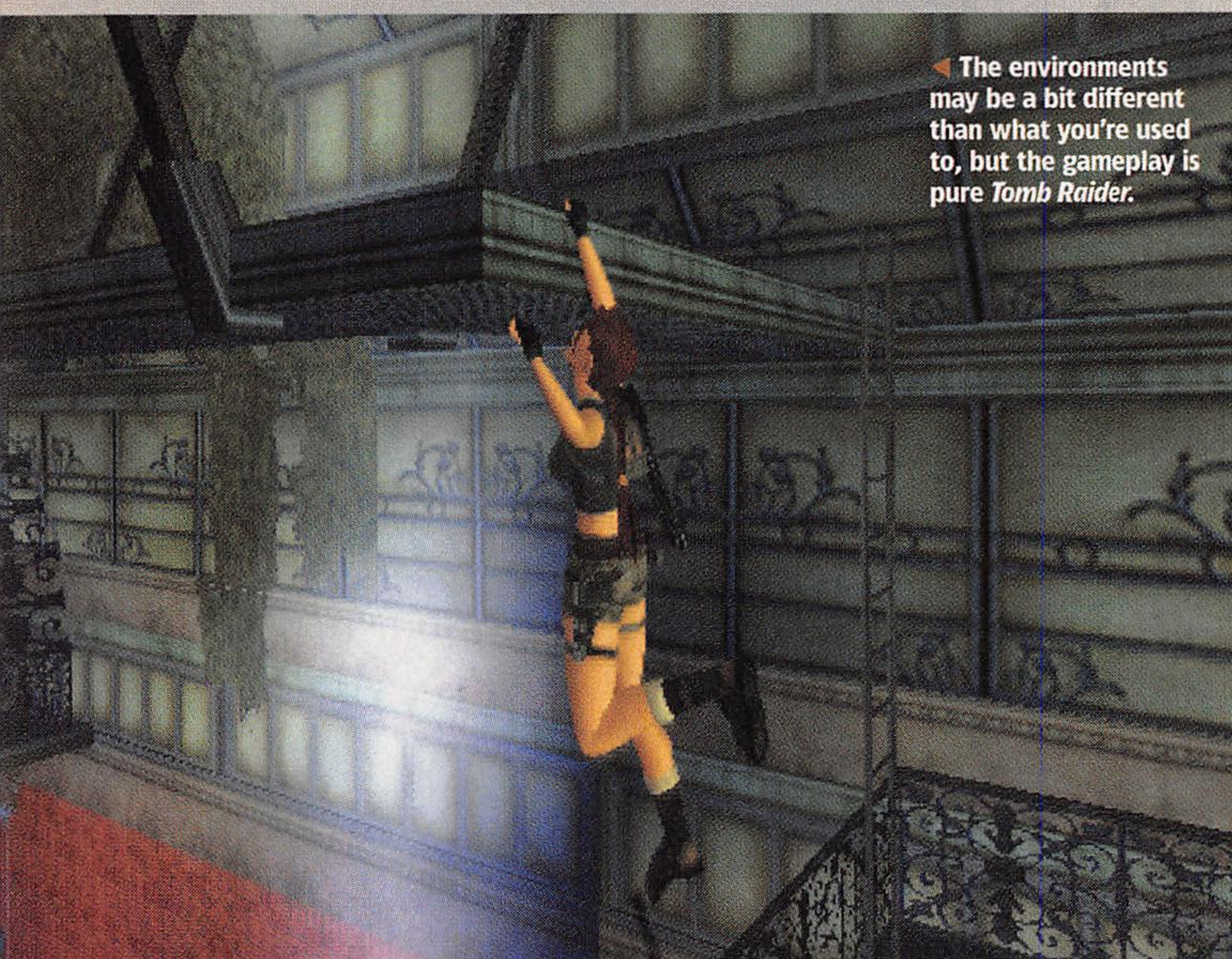
◀ She may be a woman of few words but her actions definitely speak volumes. You do not want to mess with her in this game.

SOMETHING OLD, SOMETHING NEW

While she's retained all her classic moves, Lara has also learned a few new tricks that should help her out in her adventure. Some of them, though, don't really even have uses and are just more for show.



▲ While wall shimmying is nothing new, the ability to climb down ivy-covered walls is. She can also repel down rock faces, just like Tom Cruise in *M:I 2*.



◀ The environments may be a bit different than what you're used to, but the gameplay is pure *Tomb Raider*.



INTERVIEW Adrian Smith CORE DESIGN

Despite his busy schedule with *Tomb Raider* in its final months of development, Adrian Smith (Core Design's Operations Director) was nice enough to sit down and spend a little time answering our questions. Here's what he had to say about Lara's latest adventure.

What is the principle thing that separates this *TR* from the others?
AS: The principle change is probably the power of the hardware that we are using, which has enabled us to make many significant changes and additions to the series. As well as having new aspects such as character interaction, and a new playable character, the mood of the game is much darker, with a huge back story that gives this title a depth we've never seen before.

How many hours do you think it will take to complete the game?
AS: We estimate 20-30 hours, which is quite a lot in the current climate.

Are there bonuses to discover or reasons to play through the game again?
AS: This time around we have added a feature that allows hardcore gamers to actually improve Lara's attributes. This means that as you progress through the game, she might get stronger, or be able to jump further.

While the game is linear as such, the player will maybe be able to take a different route through the game the second time around. This is because with her improvements she'll be able to reach places that maybe she couldn't the first time around.

What are Lara's new skills?
AS: There have been lots additions to her and the game in general. First, she can now interact with

other characters and her choice of questioning can alter the outcome of the game, or your route through it. Lara also has a lot more moves, and the environment is fully interactive, so her exploring can now reach new levels.

As far as difficulty goes, how would you rate this game?
AS: We have always been conscious of the fact that a lot of the appeal with *Tomb Raider* has actually been about how difficult it is. The first game is still one of the hardest games for people to complete. We realised that we would have to keep difficulty levels high, say with the puzzles etc, but we have altered the control system, and it has become more user friendly. Nowadays games are easier than the past because the audience has changed somewhat, but we feel that this game will still test even those old school gamers.

Are there any vehicles in the game that Lara and Kurtis can use?
AS: No, we decided against vehicles pretty much from the start of development.

What about this game makes it darker than the past titles?
AS: Lara is framed for murder, hunted by the police and gets drawn into a very dark, mystical world. She is used to being in control, whereas here she is the one being hunted and to clear her name, she has no choice but to enter a very murky sinister world that she isn't accustomed to.

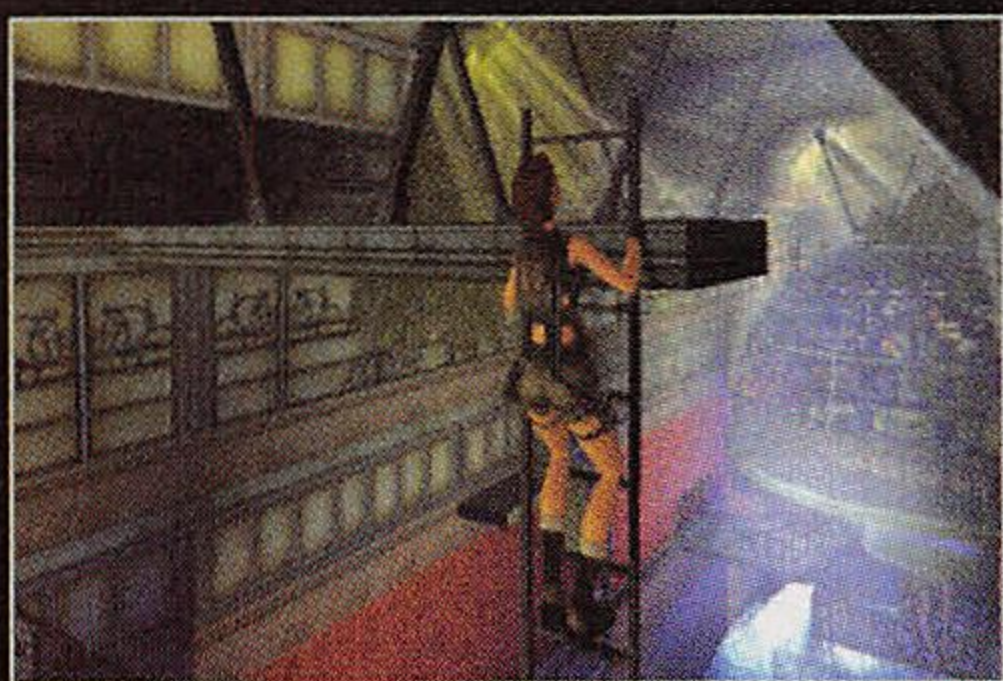
How many people are working on *The Angel Of Darkness*?
AS: We have approximately 45 people working on *The Angel Of Darkness*, by far our biggest team. The previous games started with less than ten in the team, but those days are long gone.



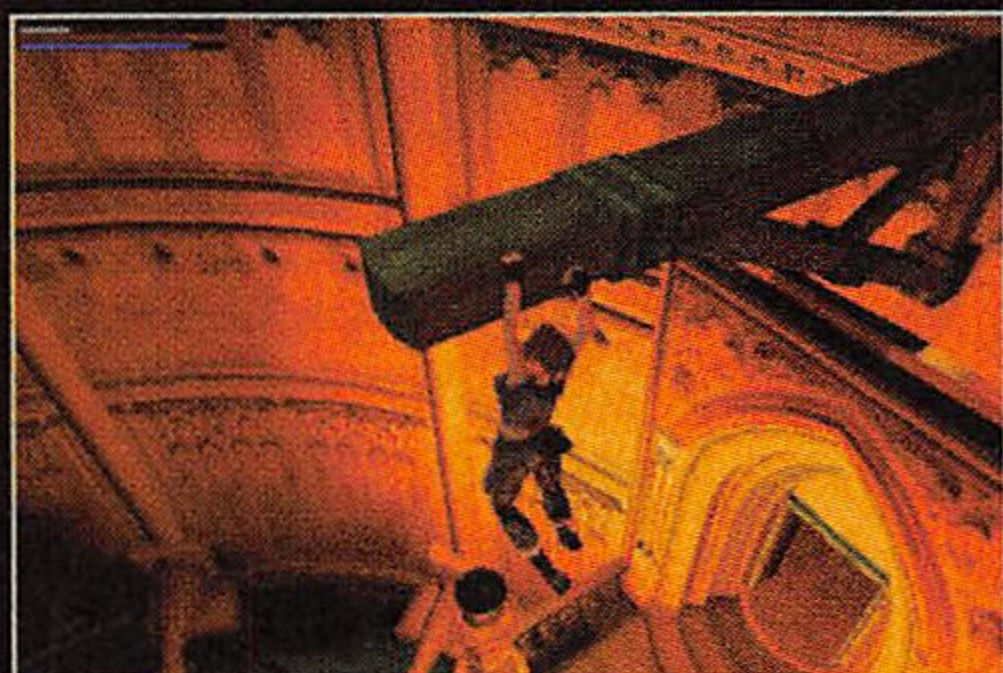
SHE "FEELS" EVEN BETTER...

Most players have always had some complaint about how Lara has controlled in the past games. She's always felt a bit rough and jerky. Even something as simple as running around a corner could often be a challenge. Fortunately, things are a little bit different on the PS2. Lara now has the benefit of analog control, albeit to a limited degree.

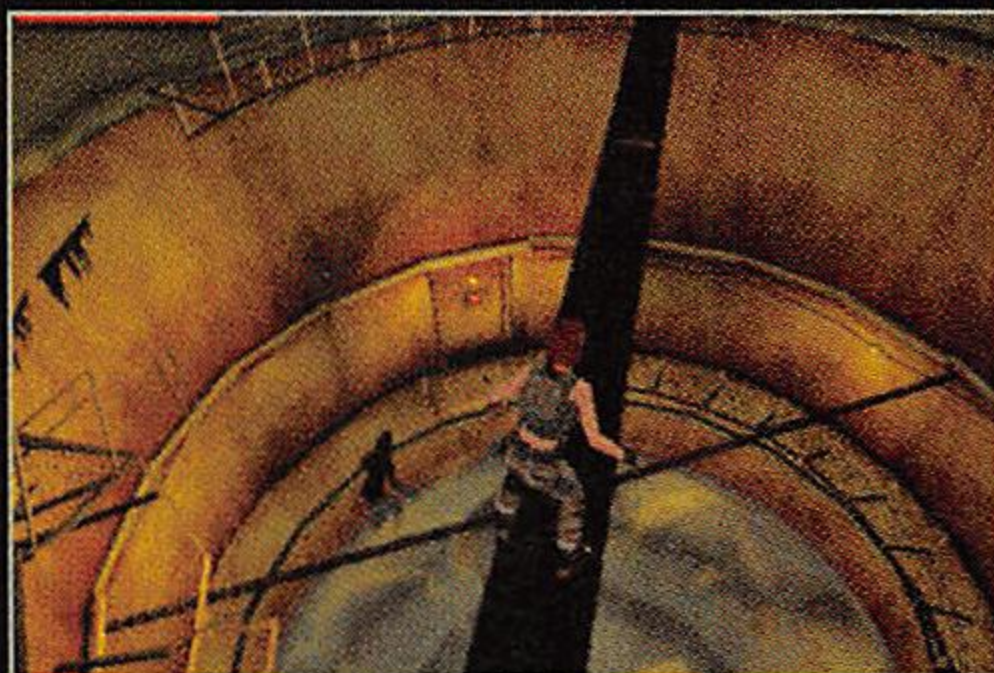
You still have to hold down a button to have her walk (instead of run) but she can navigate around obstacles with much more ease and natural grace.



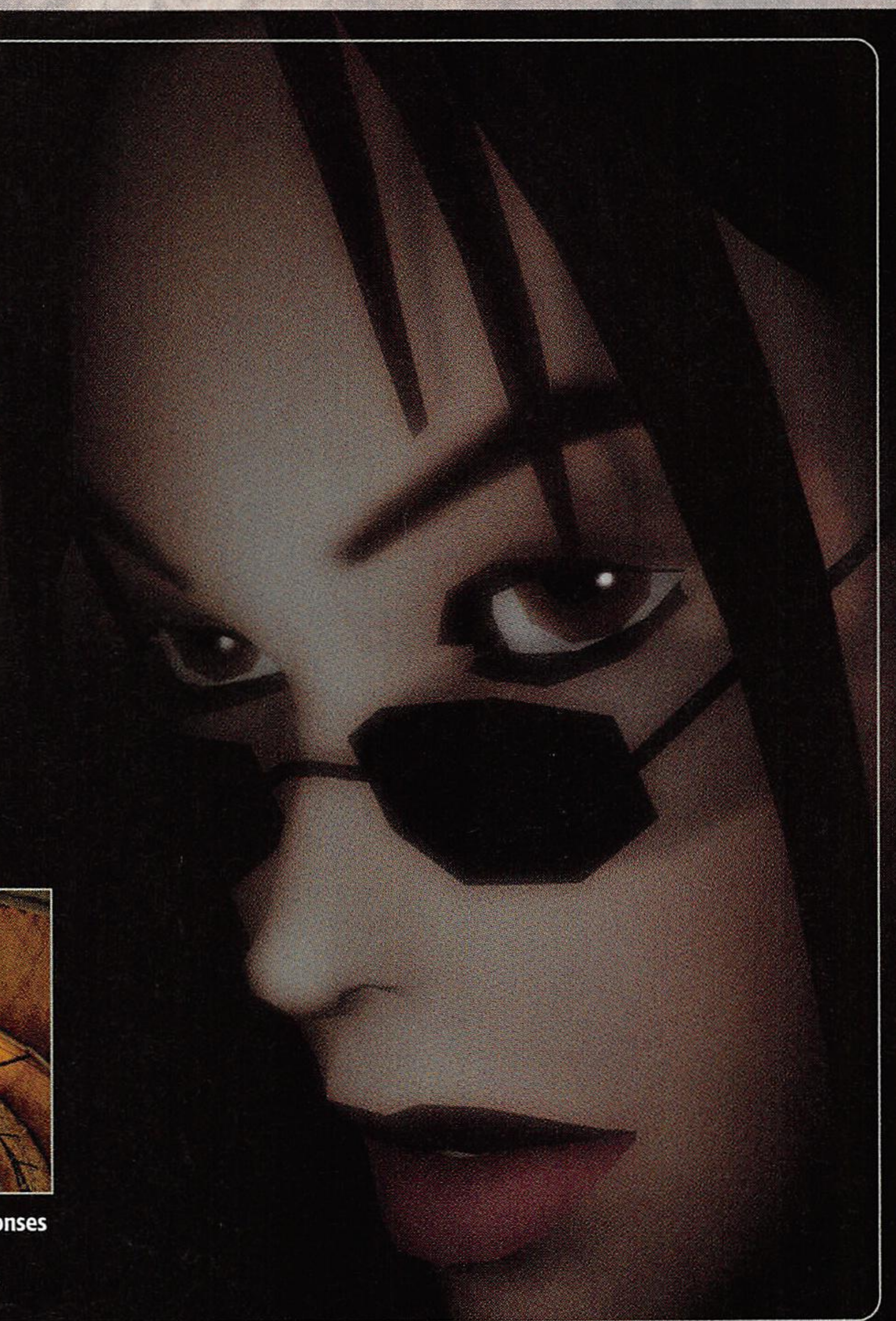
◀ Climbing a ladder is as easy as walking up to it. You don't even have to hit the action button anymore. She just grabs on and climbs up.



▲ Precision jumping is now much easier, as you don't have to be so exact with your foot placement. She jumps more fluidly, as well.



▲ Thanks to the analog stick, Lara responds a lot better. Navigating even a narrow bridge like this is far less of a challenge.



► formula, namely the removal of traditional tombs in favor of more open environments and the greater focus on interacting with other characters. However, any reluctance should be wiped away the moment you actually

have the DualShock 2 in your hand and start to control Lara. Not only does she react more fluidly, but the little things you had to tell her to do in past games, such as go up a ladder or climb onto a crate, she now does automatically. Not surprisingly,

it's these little things that should make this *Tomb Raider* so much more enjoyable to play. One can really tell that a lot of time was spent on every bit of detail in order to make the experience as compelling and easy to get into as possible.

Granted, it's still a bit too early to know if this sequel will truly revitalize the series, but we have a good feeling it will. The level designs and overall game-play appears solid, so it all boils down to the overall challenge of the title and the originality of its storyline. If all of it can come together

er seamlessly with plenty of action to boot, then there's a good chance that lighting can strike twice. *The Angel of Darkness* might not be exactly the *Tomb Raider* that people are expecting, but that's actually good. The series needed some changes and this game is certainly

full of them.

If you're still in doubt, though, just remember this. Lara Croft somehow always manages to end up on top, even in the darkest of situations. She's always delivered on her promises. Why, we wonder, should this game be any different?

► At the start of the game, Lara doesn't even have her guns with her. She's forced to overcome every obstacle with just her wits and hand-to-hand skills.



▲ The lower power bar represents your strength level. When it runs out, you won't be able to hold on anymore.



CIVILIZATION IS ONLY SKIN DEEP.™

The battle to save the outside world starts within. As Jen Tate, a conflicted and unsuspecting hero, you'll assume a host of savage yet intelligent demon forms in order to save four distant realms – from decaying kingdoms submerged in poisoned waters to bleak netherworlds shrouded in eternal winter. You'll engage legions of enemies. Meet and, at times, be incarnated as Scree, an ancient and powerful ally. And ultimately face your own shocking secret. Inside and out, there is no sanctuary.



PRIMAL™



Blood
Violence

PlayStation 2



LIVE IN YOUR WORLD.
PLAY IN OURS.

www.playstation.com Primal TM/©2003 Sony Computer Entertainment Europe. Developed by Sony Computer Entertainment Europe. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." and "Civilization Is Only Skin Deep." are trademarks of Sony Computer Entertainment America Inc.

T H E S I X T H A N N U



◀ Move over, Oscar. See ya, Grammy. In the world of PlayStation, only one award trophy matters—and you're looking at it. The creators of each PSM 10 inductee will receive one of these beauties.

PHOTOGRAPHY: MICHAEL SEXTON

AL PSM

OUR GAMES OF THE YEAR

THE HONOR ROLL

We don't hand out scores very easily, so it's no surprise that not a single "10" was handed out during the year. Still, the fact that a large number of games earned an 8 or higher shows that 2002 was definitely a great year for games. It was challenging, but we chose the PSM 10 from the following list of games. Consider them the cream of the crop, if you will. Keep in mind, though, that hindsight is 20/20, and review scores weren't the only factors used in determining the PSM 10.

VERY GOOD (8/10)

DDR Konamix
Dead To Rights
Defender
Ferrari F355 Challenge
FIFA 2003
.hack
Headhunter
Herdy Gerdy
High Heat 2003
Hitman 2: Silent Assassin
Kelly Slater's Pro Surfer
Kingdom Hearts
Knockout Kings 2002
Mat Hoffman's Pro BMX 2
Max Payne
Medal of Honor Frontline
MLB Slugfest 20-03
Mortal Kombat: Deadly Alliance
NASCAR Thunder
NASCAR: Dirt To Daytona
NHL 2003
NHL 2K3
NHL Hitz 20-03
No One Lives Forever
Onimusha 2: Samurai's Destiny
RAD: Robot Alchemic Drive
Red Faction II
REZ
Rygar: The Legendary Adventure
Sega Sports Tennis
SHOX
Sly Cooper and the Thievius Raccoonus
SOCOM: Navy Seals
Super Bust-A-Move 2
Tekken 4
The Thing
Tiger Woods PGA Tour 2003
Tribes Aerial Assault
Ty the Tasmanian Tiger
UFC Throwdown
Wild Arms 3
WRC
WWE SmackDown! Shut Your Mouth!

OUTSTANDING (9/10)

Aggressive Inline
Burnout 2: Point of Impact
Contra
DDRMAX
Deus Ex: The Conspiracy
GTA: Vice City
Hot Shots Golf 3
Madden NFL 2003
Maximo
NBA 2K3
NBA Live 2003
NCAA Football 2003
Need For Speed: Hot Pursuit 2
NFL 2K3
Ratchet & Clank
Suikoden III
Timesplitters 2
Tony Hawk's Pro Skater 4
Virtua Fighter 4

THIS IS IT: THE ULTIMATE PS2 GAME LIST. Hundreds of PS2 games were released in 2002, but only 10 were worthy of our most elite rank—the PSM 10. These are the games every PS2 owner absolutely must own.

Has a year gone by already? It seems like only yesterday that we were handing out the shiny awards which represented the best games of 2001. That was a major year for PS2, as it established itself as the true leader in the market with an onslaught of numerous "AAA" titles.

Remember *Gran Turismo 3*, *Tony Hawk's Pro Skater 3*, and *Madden NFL 2002*? Those were just a few of the amazing titles that not only made last year's list, but also earned a "10" from our reviewers. As we look back on 2002, though, it's interesting to note that not a single 10 was given out. That's not to say that there weren't a lot of truly great games released, it's just that the year seemed to lack any really innovative or truly fresh titles,

like *Metal Gear Solid 2* and *Devil May Cry*. It seemed to mainly be the year of the sequel. Despite that, however, you won't find a larger number of amazing games on any other console. And, due to that, it made choosing the Top 10 even harder.

As with last year, we didn't split up the games into genres or try to figure out which one of them had the best graphics or sound. We simply sat down and came up with the definitive list of titles that truly left an impact on us. Then, we narrowed that list down to ten.

Unfortunately, having such a limited number of games on the list means that a lot of great ones are going to be left out. That's why we debated for weeks in order to whittle them down.

These ten games are truly the best of the best—the ones that every single PS2 owner needs to have in their library.

Creating this list is always difficult and we don't expect everyone to agree with us. However, we do feel that it accurately represents the cream of the crop when it comes to gaming experiences in 2002. Rest assured that we've given every game fair consideration. We've even gone so far as to throw in some extra award categories so that a few more titles could get their time in the spotlight.

In the end, though, we just hope that you discuss the list with other PSM readers and come up with your own opinions. In fact, feel free to email them to psm@futurenet-workusa.com with "PSM Top 10" as the subject. We'll run the best ones in an upcoming issue.

Now, without further delay, let's take a look at the PSM 10 award-winners for 2002. ▶ ▶ ▶

DEUS EX

PUBLISHER: Eidos DEVELOPER: Ion Storm RELEASED: 03/26/02

10

What's Great About This Game?

Any PC gamer worth his salt knew *Deus Ex* was a 2000 Game Of The Year contender. On PS2 in 2002, it

still proved to be the definitive "thinking man's shooter." The deep, convoluted story rivals the most immersive RPGs, while the genius of the level design and branching storylines showed you the consequences of your choice of stealth, hacking or pure power approaches. This completely replayable FPS-RPG combo is truly innovative and original.

Our Favorite Moment

Toying around with nano-augmentations is very cool, but choosing the game's ending really stuck you in a moral dilemma. Good thing you could start

from the in-game save to easily go back and view all three.

Creator's Thoughts

Warren Spector, Studio Director

"On behalf of the entire *DX: The Conspiracy* team, I'd like to thank PSM for including our work in this year's Top Ten list. Believe me when I tell you the team put in a lot of sleepless nights and sweated blood to make it happen! And we were bucking some long odds and facing down some serious doubters along the way—console gamers want simple, linear stories, we were told... console games have to be fast-paced, all action all the time... killer graphics, a flashy interface and bright colors are all-important... *DX* was pretty much none of those things and, as console gamers ourselves, we thought (hoped, prayed...) the doubters were wrong. We believed that gamers are a sophisticated bunch who crave true interac-



tivity, deeply simulated worlds, the opportunity to create a unique alter ego and the opportunity to make real choices with believable consequences—in other words, we thought console gamers wanted exactly the sort of freeform gameplay *DX* was designed to provide. Inclusion in PSM's Top Ten list tells us we were right. So, again, on behalf of a team of now-vindicated true believers, thanks!"

SUIKODEN III

PUBLISHER: Konami DEVELOPER: Konami RELEASED: 10/23/02

9

What's Great About This Game?

Though it's a little less epic and structured as the previous efforts in the series, *Suikoden III* manages to really balance three different perspectives and tell a rich, involving story all at once. Once you add in some of the minigames and the various ways to customize your party members, it becomes a truly compelling adventure that is utterly unforgettable.

Our Favorite Moment

Well, it's hard to say it without ruining the storyline, but there's a major point in Hugo's earlier chapters that really defines the tone of the game and shows just how effective the multiple viewpoint structure is. You'll just have to play it in order to see what we mean. We can't stress the fact more, though, that this is one of the finest RPGs available on the PlayStation 2.

Creator's Thoughts

Noritada Matsukawa, Producer

"It is our great honor to be selected for PSM's Top 10 Games of 2002. I am very happy with the fact that this title is highly appreciated in the U.S.—especially since we spent 3+ years, with over 50 staff members, working on it. Of course, we will continue to strive to deliver top quality games and we hope to continue to create great titles. Please keep your eyes on Konami Computer Entertainment Tokyo, we have more great things in store for you. Thank you."



▲ After playing only a few hours into the game, we knew that *Suikoden III* was going to be a major RPG.

TONY HAWK'S PRO SKATER 4

PUBLISHER: Activision DEVELOPER: Neversoft RELEASED: 10/24/02

8

What's Great About This Game?

The amount of depth to *Hawk 4's* challenges borders on the absurd. It makes last year's *Hawk 3* look practically empty by comparison—the variety of goals is huge, and they're creatively integrated into the excellent level designs. The new style of level and goal designs breathes new life into a tested gameplay model, creating the best *Hawk* yet by far.

Our Favorite Moment

Unlocking Jango Fett. Yes, he's a gimmick, but he's one of the best gimmicks we've ever seen. Darth Maul ain't got nothing on the Fett, despite his dual Lightsaber.

Creator's Thoughts

Joel Jewett
President, Neversoft
Entertainment

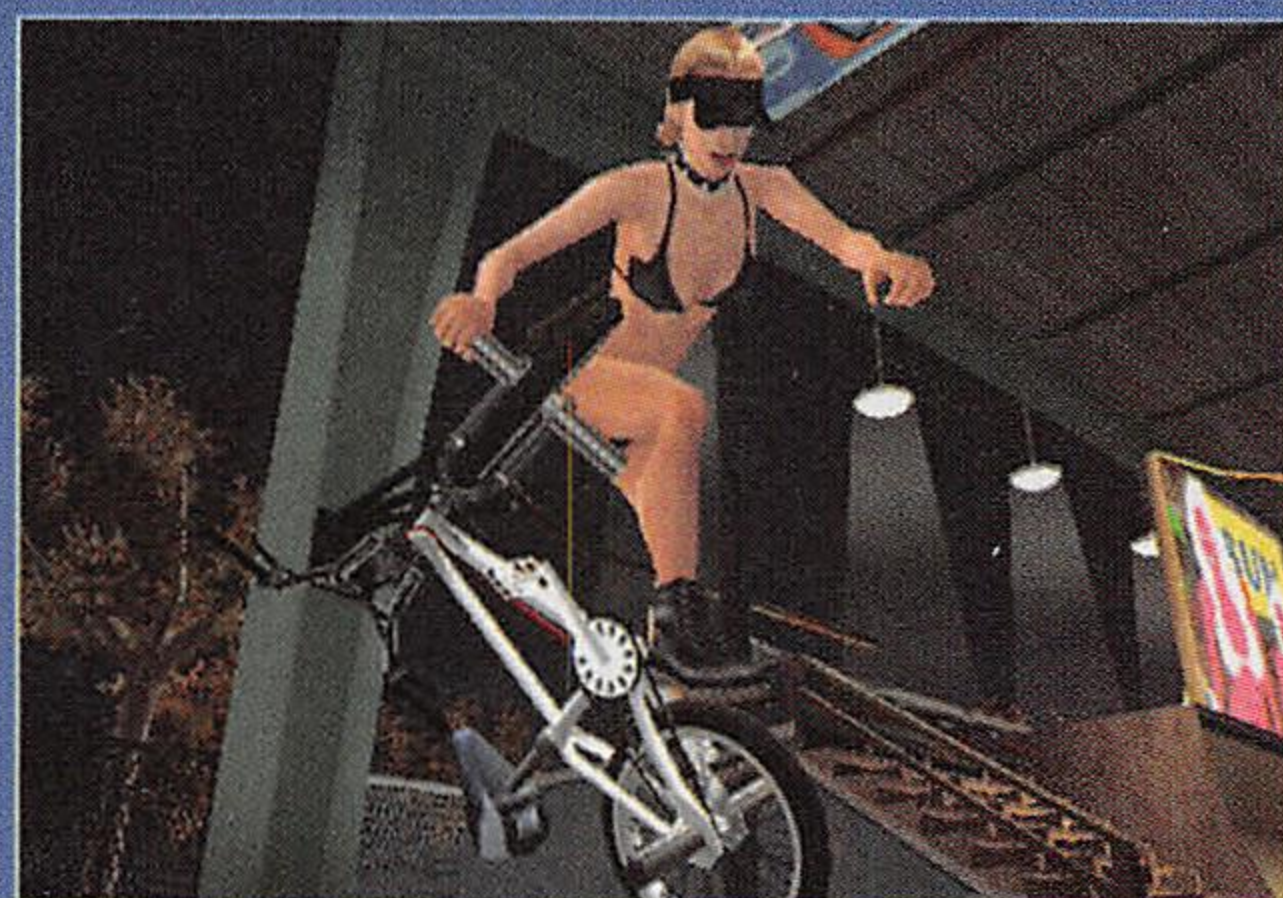


▲ Will we ever get tired of Tony Hawk? Nah!

"*Tony Hawk's Pro Skater 4* is our favorite game in the franchise so far, and everyone on the team here at Neversoft is very appreciative of the fact that the game has been so well received. Thanks for the recognition... I hope we can do it again next time."

SPECIAL ACHIEVEMENT AWARDS

While our PSM 10 is the definitive list of must-have games for 2002, we also felt that a few more titles deserved mentioning. Each of these is a leader in a particular area and definitely deserves a pat on the back.



Most Censored Game

BMX XXX - ACCLAIM

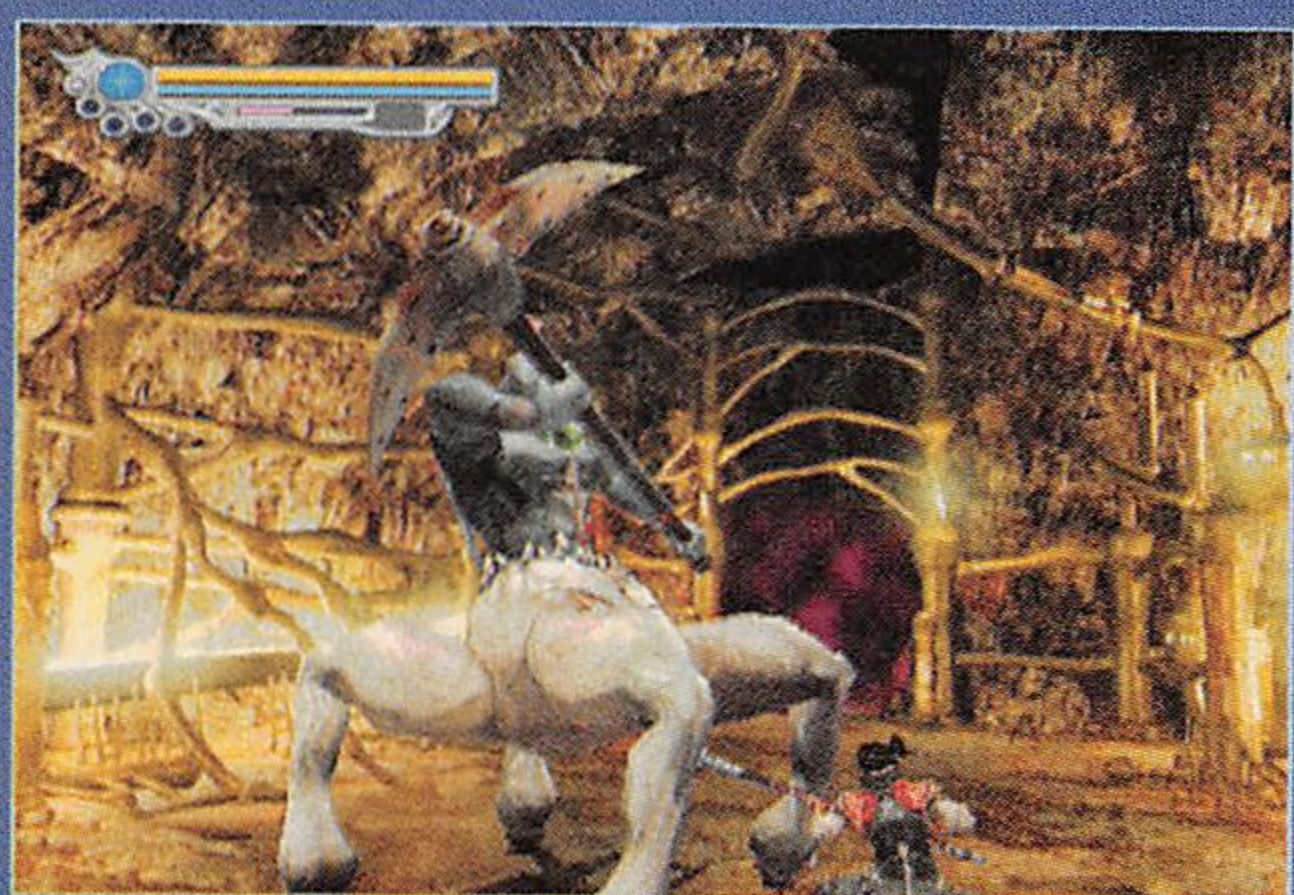
While it was originally planned to push the boundaries of the ESRB's Mature rating, Acclaim's *BMX XXX* ended up being censored by Sony, of all companies. Unlike their GameCube and Xbox counterparts, PS2 owners will have to be content with the lack of nudity and censored footage of the SCORES babes.



Most Challenging Game

CONTRA: SHATTERED SOLDIER - KONAMI

Words can't begin to describe the difficulty and challenge that this title presents. Most gamers will simply find themselves weeping in sadness and despair at their lack of necessary skills. This is, by far, one of the hardest games ever created and we applaud any person who manages to finish it, especially on the "hard" setting.

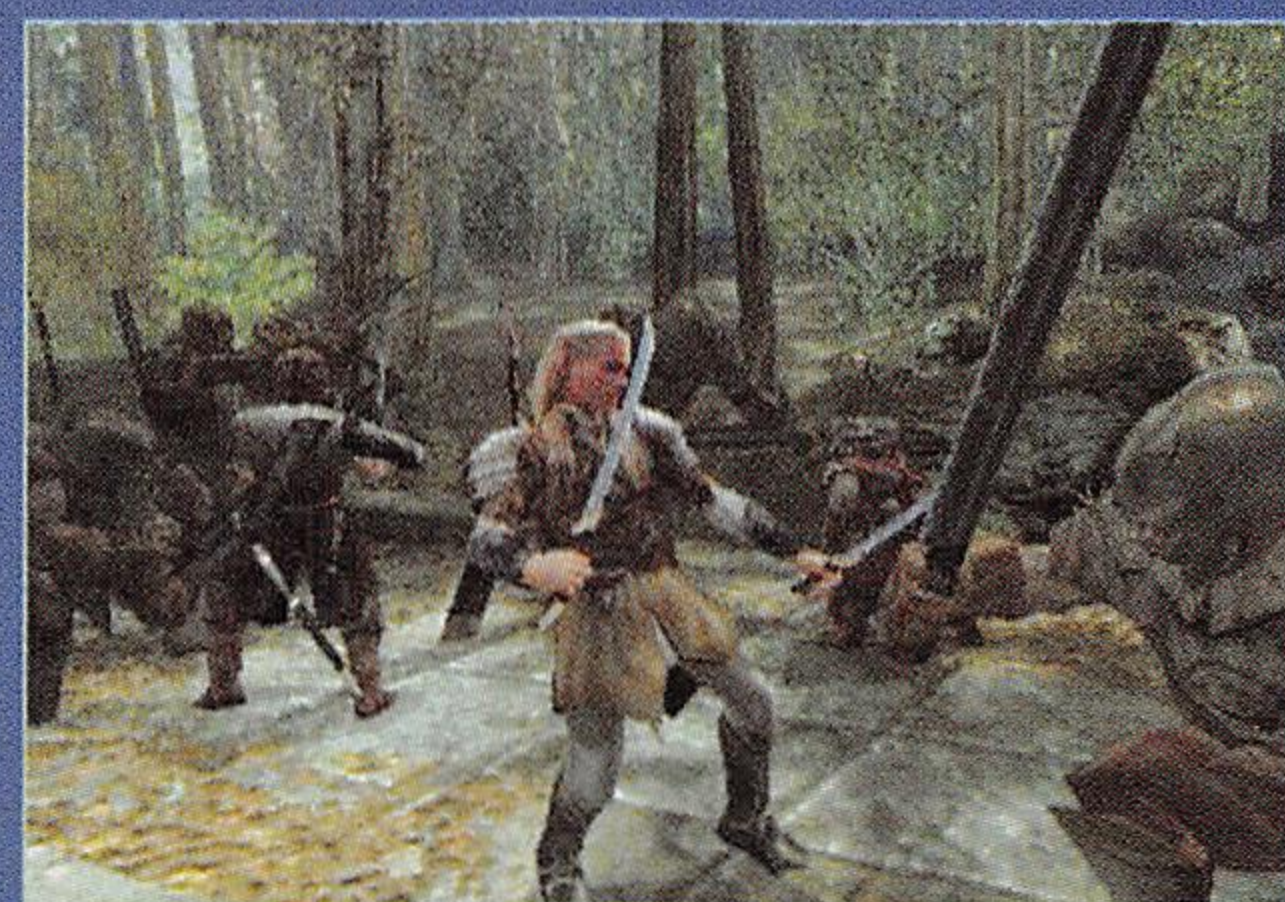


Most Impressive Visuals

ONIMUSHA 2: SAMURAI'S DESTINY - CAPCOM

Capcom showed us why pre-rendered backgrounds are still the way to go when you want to showcase

a crazy amount of background detail. Not only that, but the extra, unused polygons were used to create some of the most impressive looking character and enemy models ever seen on a console.



Best Movie Licensed Game

THE LORD OF THE RINGS: THE TWO TOWERS - EA

In years past, any game that was based on a movie generally ended up pretty average, at best. However, EA managed to break that mold by creating a cinematic experience that was actually more engaging because of its movie elements. By seamlessly merging gameplay and movie sequences, the game throws you a fantasy world that feels real.

Best Classic Remake

RYGAR: THE LEGENDARY ADVENTURE - TECMO

Although we scored *Contra: Shattered Soldier* one point higher, it was basically a *really* good remake of the older *Contra* titles. *Rygar*, on the other hand, took the original game's concept and completely evolved it—it felt like the 8-bit game we loved back on the NES, but it played like we'd always dreamed a 128-bit version of the game would.



Most Original Game

REZ - SEGA (UNITED GAME ARTISTS)



something that was one part rave lightshow, one part shooter, and entirely mind-tripping—to say the least. It wasn't especially long or innovative from a gameplay standpoint, but the audio-visual experience is definitely one we'll never forget.

Most Bizarre Game

GITAROO MAN - KOEI

Giant UFO keyboards, a saxophone player dressed as a bumble bee, and a dog that turns into a guitar amplifier... with the exception of the import-only *Super Gaidelic Hour*,

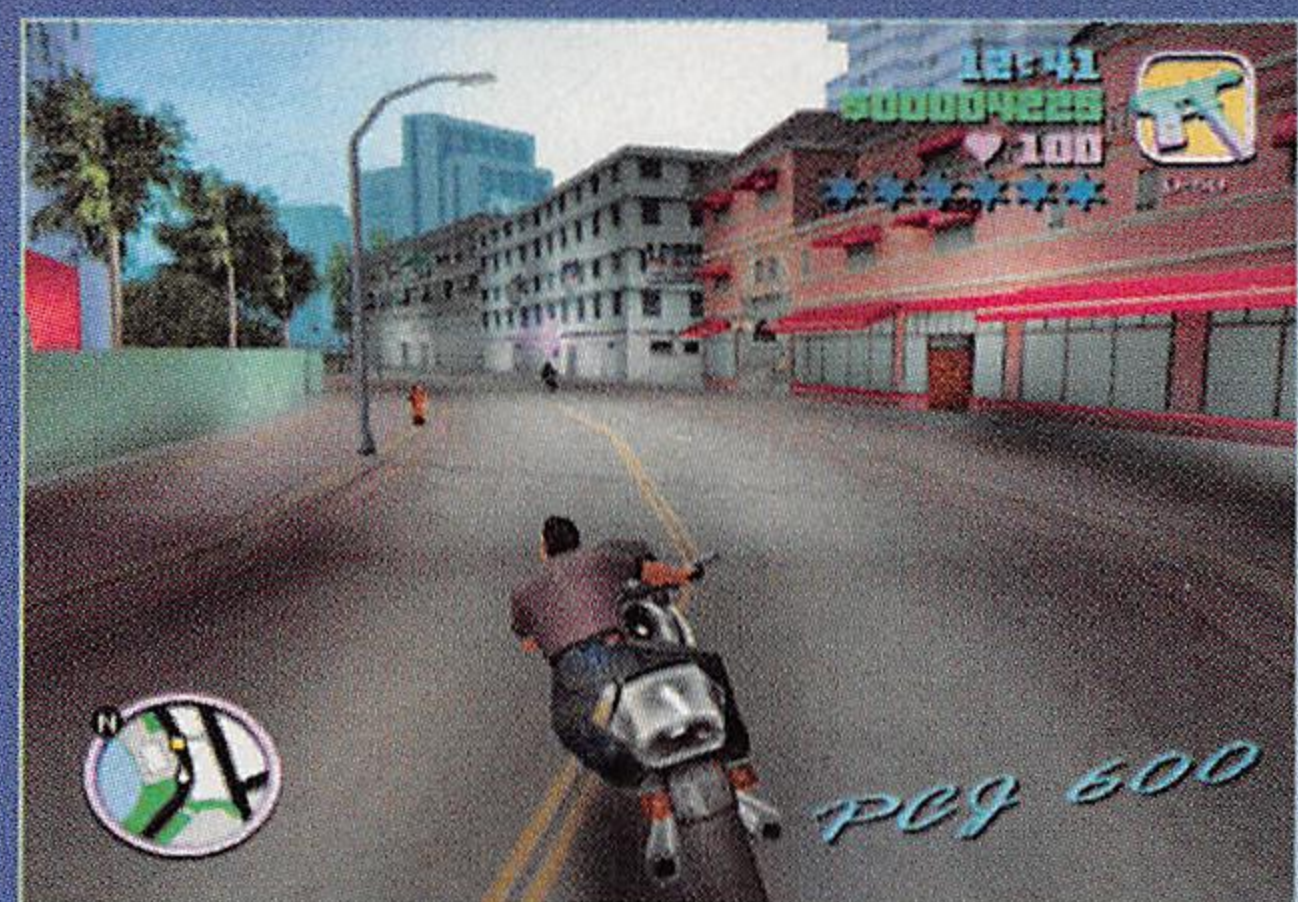


no other game has us doing as many double-takes (or as much staring, jaw agape, at our TV) as *Gitaroo Man*. The only way this game could have been weirder is if you had to play it with your nose.

Best Box Art

KINGDOM HEARTS - SQUARESOFT

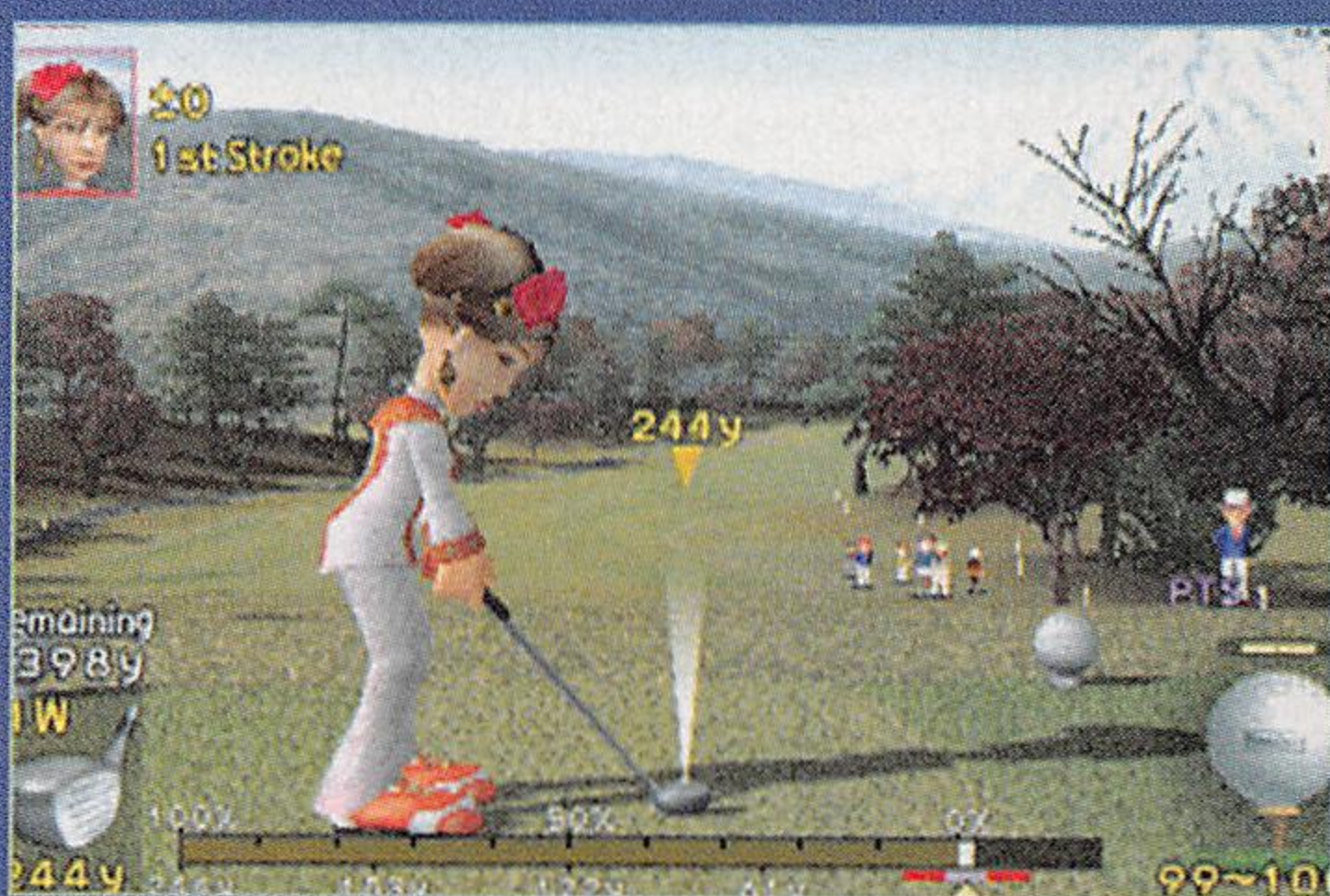
Okay, so we admit that it was *really* dark (probably darker than Square intended), but the image of Sora and friends gazing at the stars in front of a heart-shaped moon was strikingly beautiful. The cool foil-printing used for this cover was a great touch, too. Hopefully they'll find some way to make the art "pop" more for the inevitable Greatest Hits release.



Best Soundtrack

GTA: VICE CITY - ROCKSTAR

Comprising more than seven CDs worth of material, *Vice City's* soundtrack must have been a daunting effort to assemble. The work was worth it, though—it fit the game's late-'80s setting perfectly, and surprisingly featured a lot of hits from the period that other game makers might not have found cliché enough. The numerous radio spots, commercials, and talk channel segments that Rockstar produced were hilarious, too, and really added to the overall experience.



Most Addictive Game

HOT SHOTS GOLF 3 - SONY CEA

No other game ate up as much of our (limited) free time at the PSM offices than Sony's latest golf title. For one, it was loads of fun to play as a group, but then you factor in it's seemingly countless number of unlockable goodies and there never really seemed to be a reason to stop playing (except for Bill threatening us with his bat, that is). Even after several weeks of intense playing, we still were discovering hidden characters, costumes and balls. Even if you don't like golf, you must own this game!

MADDEN NFL 2003

PUBLISHER: EA Sports DEVELOPER: Tiburon RELEASED: 08/13/02

7

What's Great About This Game?

No matter how many years pass, and how many innovations are introduced to the series, *Madden NFL* continues to get better and better. Sporting a tried and true gameplay engine with fully realized online support and super-fun mini-games that the previous versions didn't have, *Madden NFL 2003* was not only among the best sports titles of 2002, it was also one of the most complete.

Our Favorite Moment

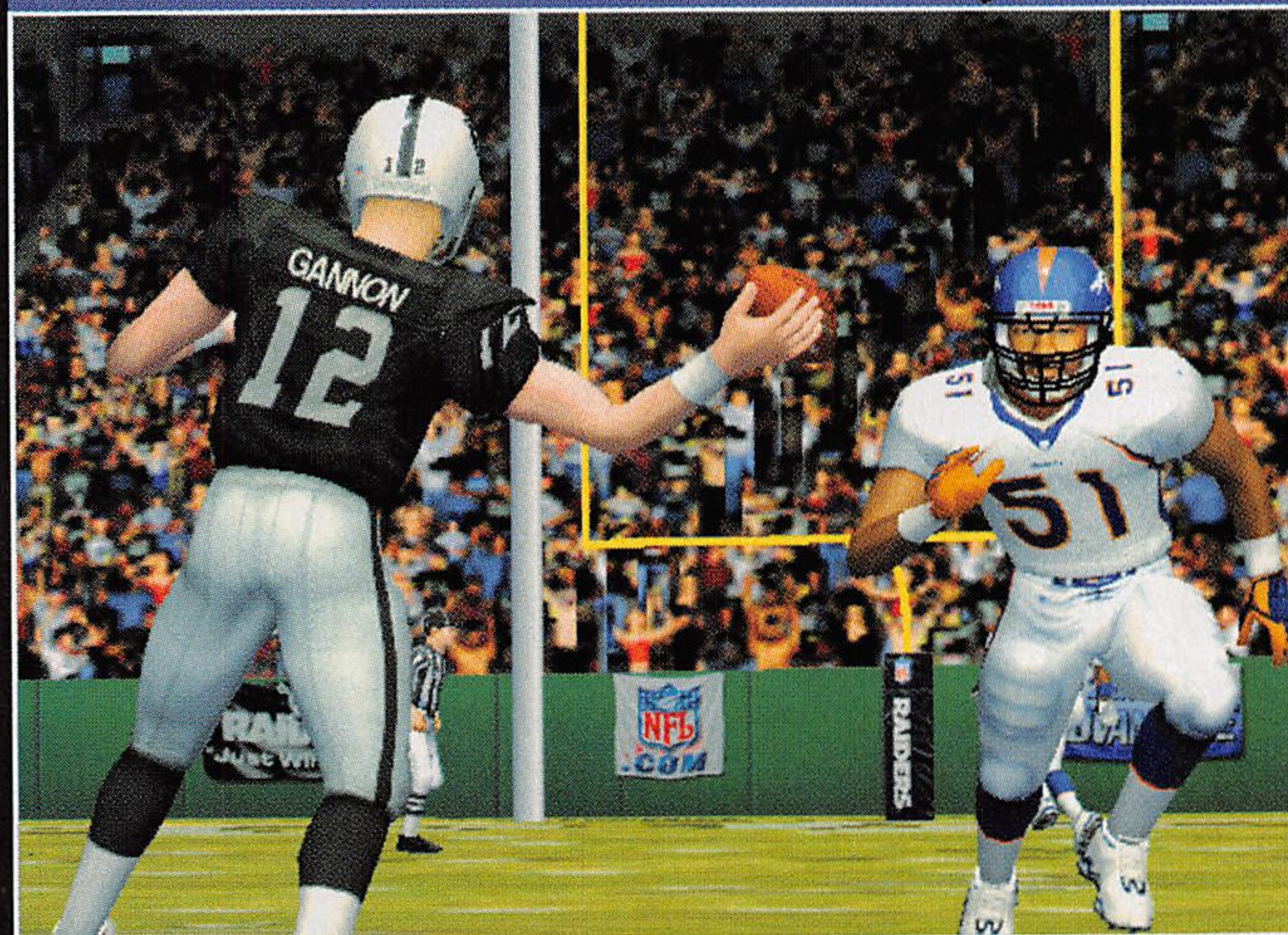
The first time we fired this baby up online and battled some random guy across the country, we were convinced that the next step in gaming had finally arrived. There's no better feeling than hitting that last minute field goal in order to grab the win.

Creator's Thoughts

Steven Chiang, Executive Producer
Thanks PSM, I'd like to accept this

award on behalf of the entire *Madden NFL 2003* team at Electronic Arts - Tiburon. This team worked day and night to create cutting edge features such as mini-camp, online play and the play editor. We're very proud of *Madden NFL 2003* and are thrilled to be recognized by our peers. Be on the look out for a new product from EA-Tiburon in 2003!

► With an amazing level of depth and more modes than you could hope for, *Madden NFL 2003* is a must-have game for any of you football fans out there. It looks amazing and plays just as well.



KINGDOM HEARTS

PUBLISHER: Squaresoft DEVELOPER: Squaresoft RELEASED: 09/17/02

6

What's Great About This Game?

Admit it: nobody's better at creating captivating fantasy worlds filled with compelling characters than Square and Disney... no one. In the hands of Square's master game designers, the Disney characters blend almost seamlessly into a classically-styled RPG quest that is epic in scale, but which still possesses an intimate, deeply personal storyline. The action-oriented battle system was also quite unique and innovative while still

maintaining a level of depth that we've come to expect from Square. Apparently, a sequel to this soon-to-be-classic RPG is already in the works, so we couldn't be happier.

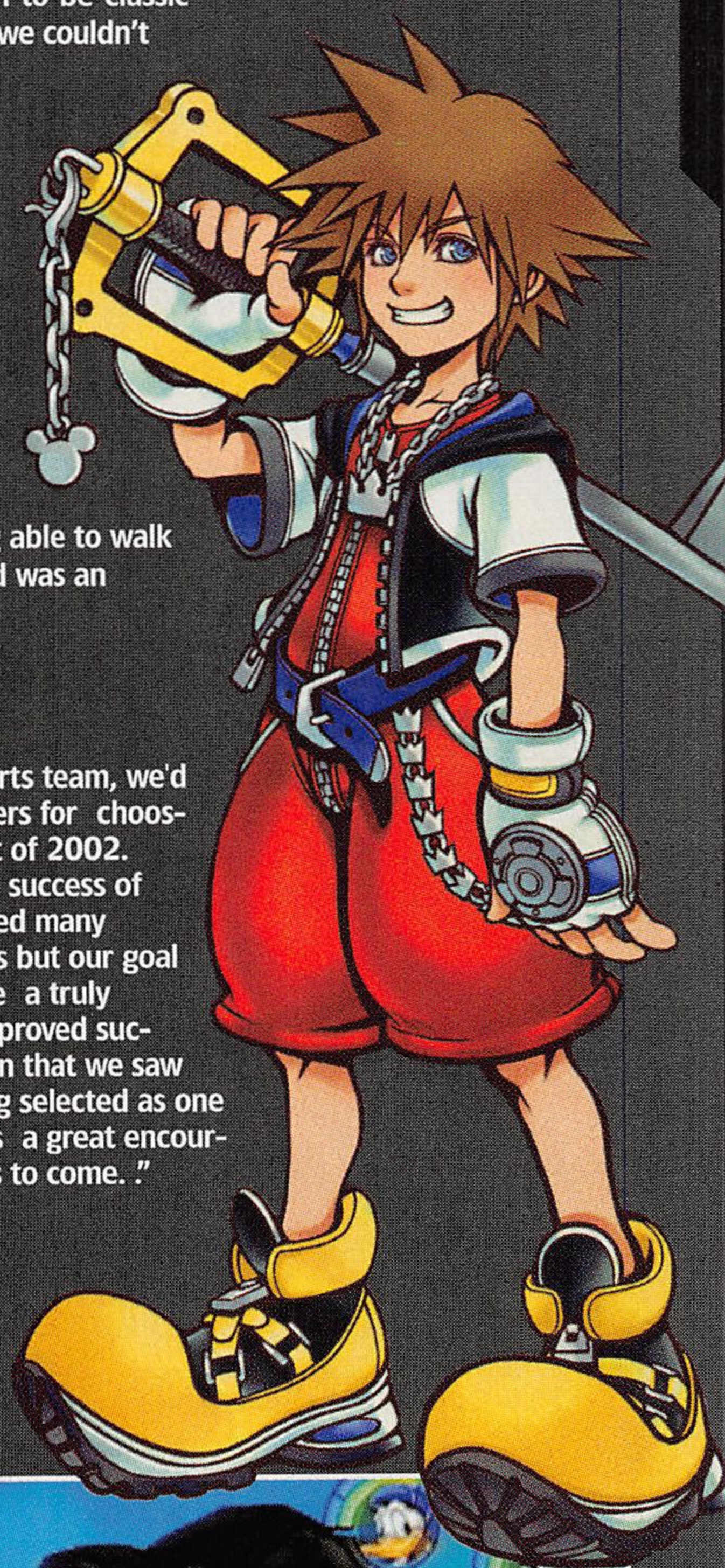
Our Favorite Moment

The closing movie (accompanied by Utada Hikaru's "Simple and Clean") and especially the credit sequence that follows it. Best closing credits to a game EVER. Watch the game's "Special" ending and you'll see why we're excited about the sequel. Oh, we also have to mention Halloween Town. Being able to walk through Jack Skellington's world was an absolute pleasure in itself.

Creator's Thoughts

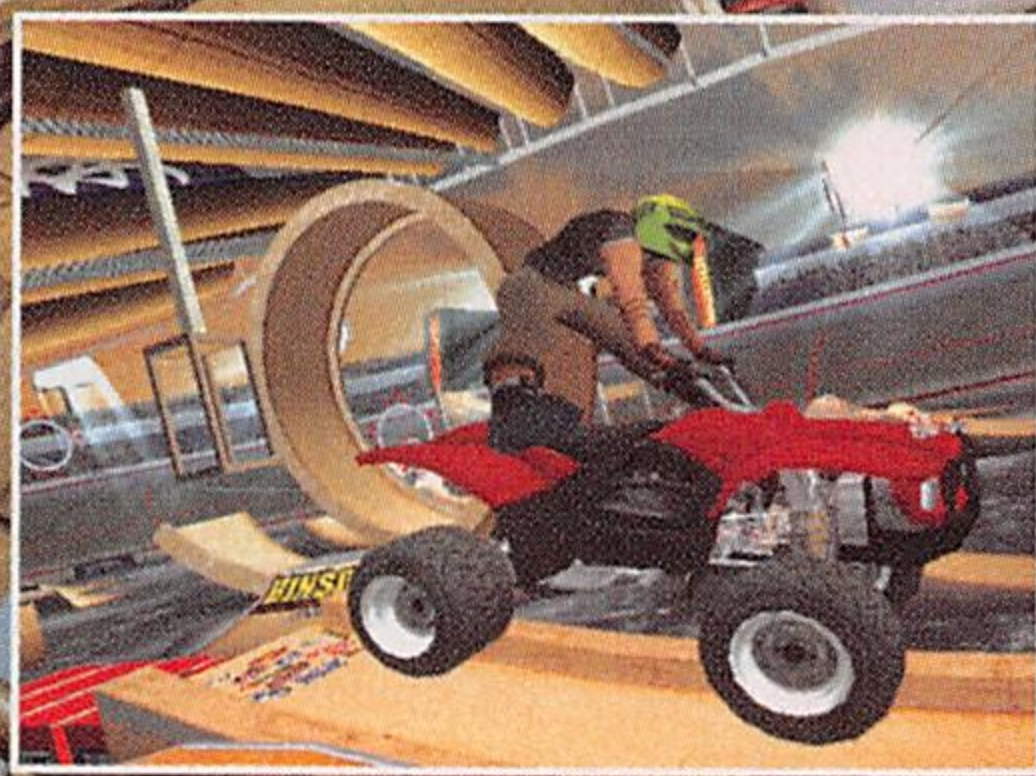
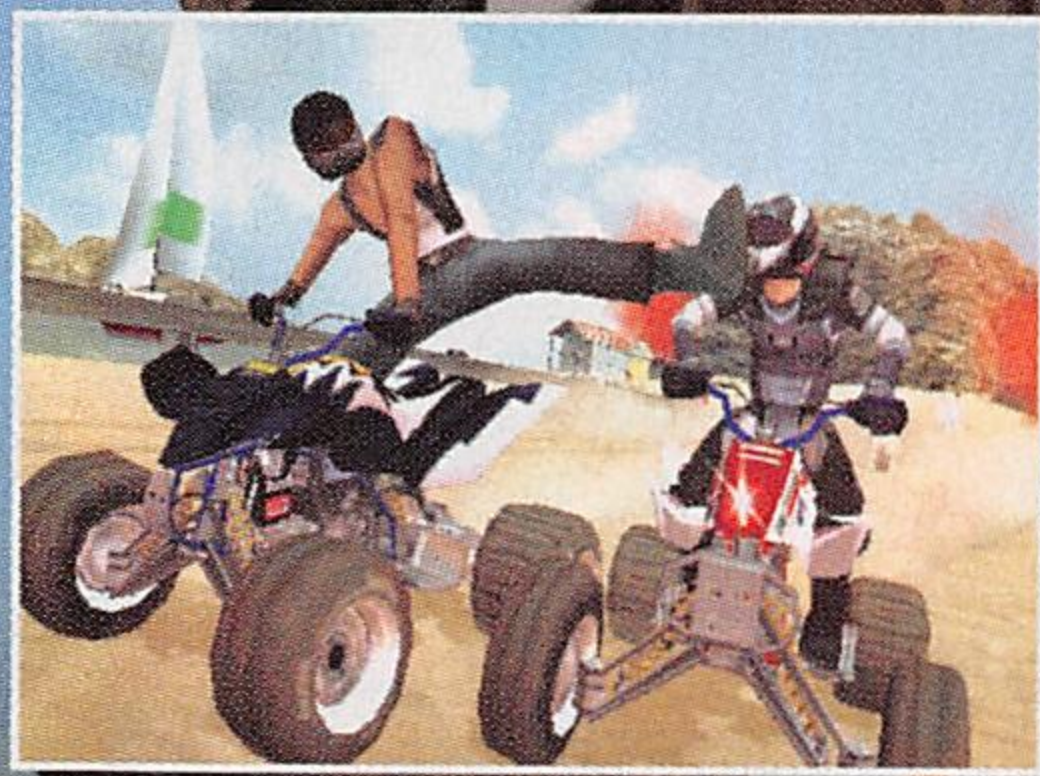
Tetsuya Nomura, Director
"On behalf of the Kingdom Hearts team, we'd like to thank PSM and the readers for choosing our game as one of the best of 2002. We are all very excited with the success of this title in the states. We faced many challenges with Kingdom Hearts but our goal remained the same --- to create a truly unique action RPG. Our efforts proved successful in the welcome reception that we saw with its release in the US. Being selected as one of the Top 10 games in 2002 is a great encouragement for our future projects to come."

► Along with some great character designs, *Kingdom Hearts* also featured some wonderful voice-acting. Who would have thought that Haley Joel Osment would be the leading star?



GET ON ALL FOURS

AND MAKE 'EM BEG FOR MERCY



ATV 2

QUAD POWER
RACING

When the world's most talented & aggressive riders get together to kick it, the results aren't always pretty, and the ride of your life may be your last. Master a vicious arsenal of lethal punches, in-air kicks & death-defying tricks, all while punishing the competition on massive globe-spanning tracks. See you at the finish line, sucka...if you make it that far!

EVERYONE
E
CONTENT RATED BY
ESRB

Mild Lyrics
Mild Violence



PlayStation 2



NINTENDO
GAMECUBE



AKA
Acclaim

ATV: Quad Power Racing™ 2 and AKA™ Acclaim® & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Climax. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.



TIMESPLITTERS 2

PUBLISHER: Eidos DEVELOPER: Free Radical RELEASED: 10/08/02

5

What's Great About This Game?

It's not only the fastest-moving FPS available on the PS2, it's also completely packed with endless unlockable modes and features. Just finding all the playable characters will take you weeks. The level designs kept us coming back for more and the LAN-support made office deathmatches a daily occurrence.

Our Favorite Moment

It would probably have to be finishing the game. Considering how challenging *TS2* is, it's a great accomplishment just to make it to the end. After that, just seeing how many things we've managed to unlock makes us excited about the sequel. We wonder what else the developers could possibly add.

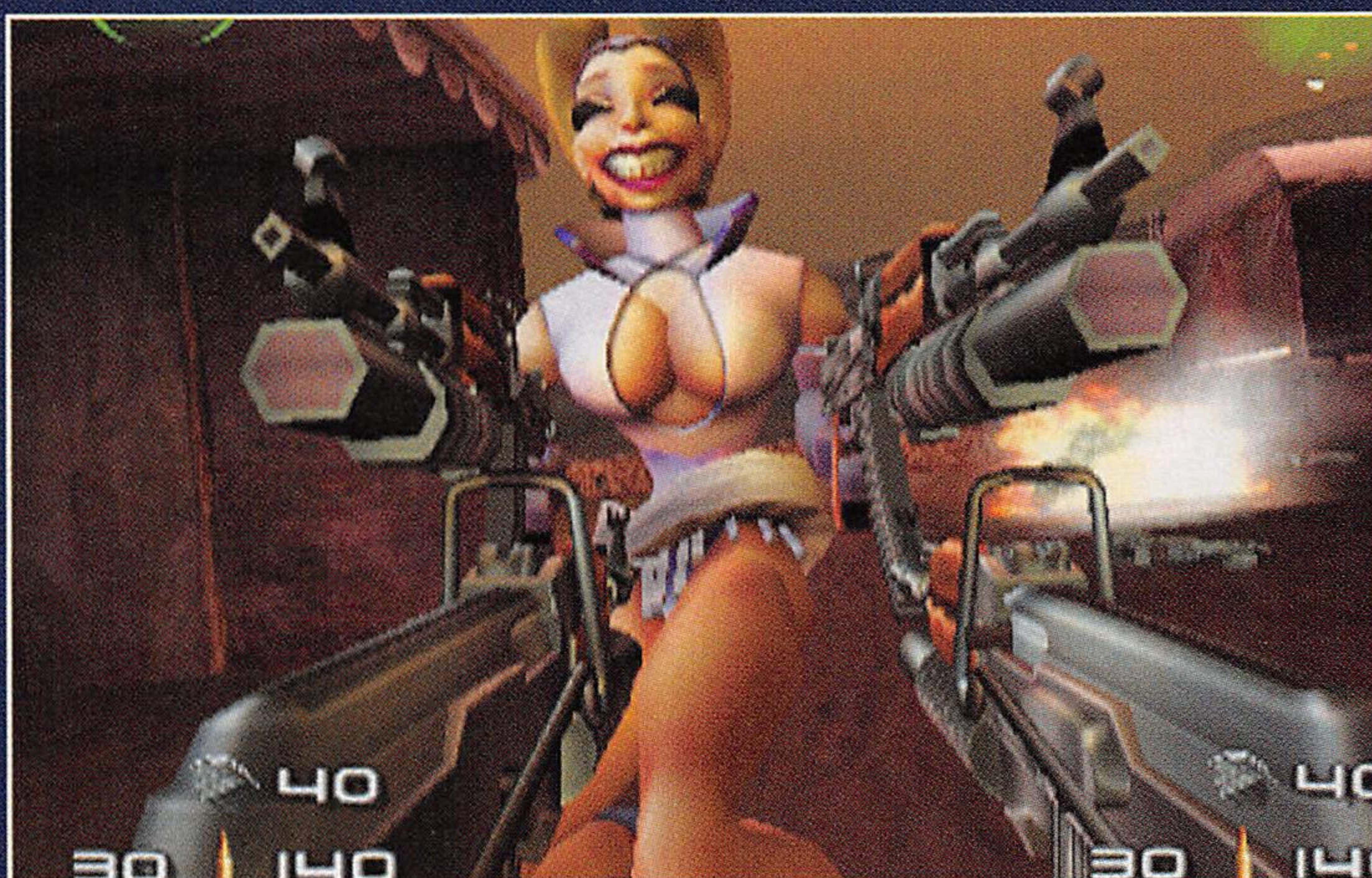
Creator's Thoughts

David Doak

Director, Free Radical

"We're all delighted to get this award—it's great to know that *TimeSplitters2* is receiving critical acclaim in the U.S. and especially pleasing to be picked out by PSM—we know that you guys are pretty hardcore gamers and aren't easily impressed! I think everyone who worked on the game can be justifiably proud of a job very well done."

► From its blazing fast speed to its great level design, everything about *TimeSplitters 2* makes it the best pure FPS title available on PS2.



RATCHET & CLANK

PUBLISHER: Sony CEA DEVELOPER: Insomniac RELEASED: 11/05/02

4

What's Great About This Game?

It's one of the most expertly crafted games we've ever played. The visuals are lush and beautiful, thanks to top-notch conceptual design and a next-level engine which handles every texture, polygon, and animation with

ease. Then comes the gameplay, which not only controls perfectly, but blows away the established "platform" paradigm by giving the player one cool gadget after another, constantly keeping things fresh and enabling all sort of gameplay styles to coexist. Finally, not only are the characters not annoying, they're genuinely funny.

Our Favorite Moment

The main characters' dialogue is a highlight, and first time seeing "big" Ratchet was great. But finding the golden Morpho-o-Ray, and turning an enemy into a giant, exploding chicken—now that's a memory!

Creator's Thoughts

Ted Price

President, Insomniac Games

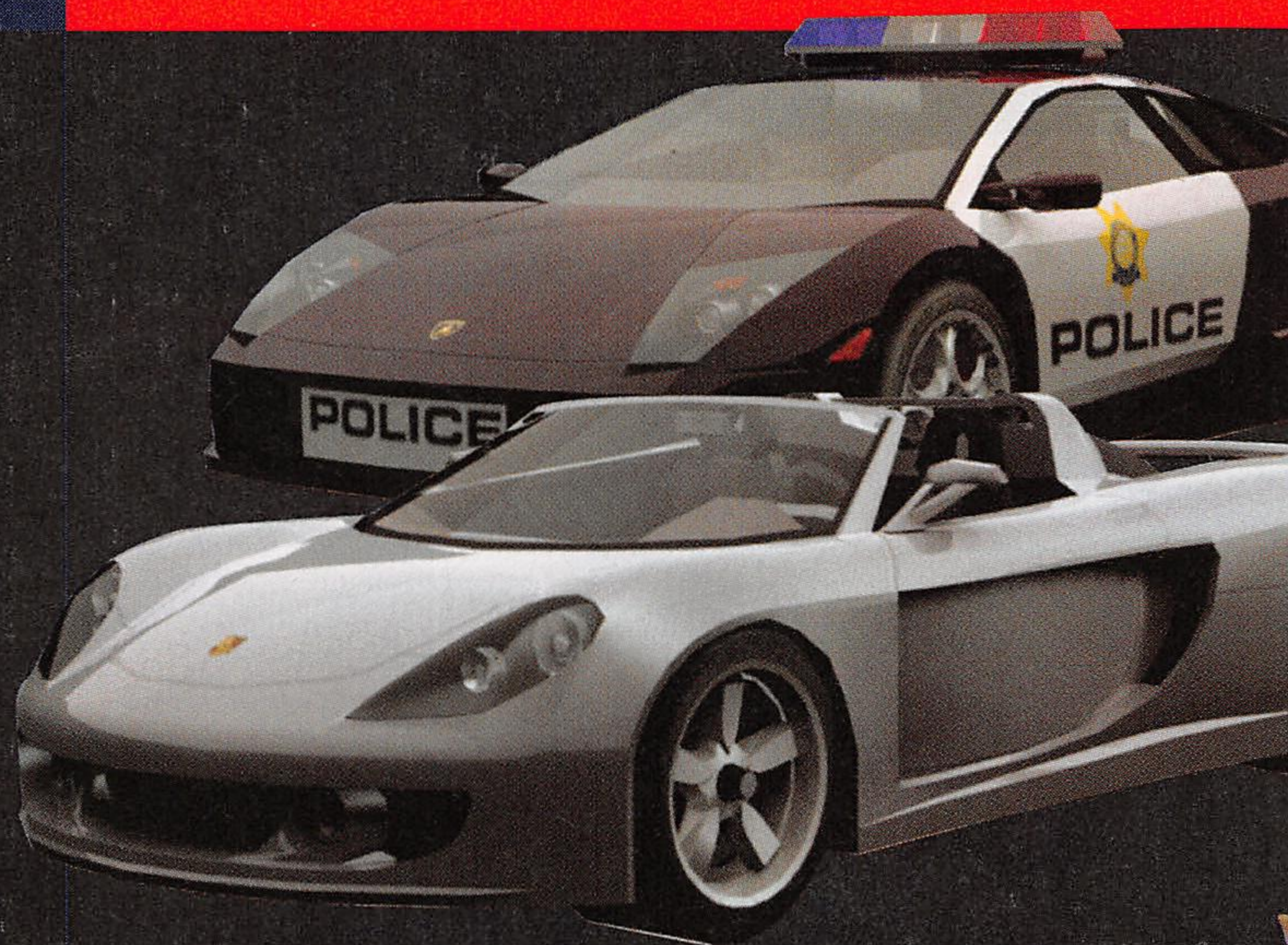
"Being recognized for creating games with outstanding merit is something few teams get to experience, and it's that recognition by critics, players, and peers that makes

developing games most worthwhile for us. Therefore, all of us at Insomniac Games would like to thank PSM for including *Ratchet & Clank* in this list! We'd also like to thank and recognize the many other people who worked closely with us to make this game a reality: Mark Cerny, David Bergeaud, and everyone at Sony Computer Entertainment America, Sony Computer Entertainment Europe, and Sony Computer Entertainment Japan. We had a lot of fun making *Ratchet & Clank*—we hope you have a blast playing it!"



► Massive worlds and massively destructive weapons make for massive fun.





NEED FOR SPEED: HOT PURSUIT 2

PUBLISHER: Electronic Arts DEVELOPER: Black Box RELEASED: 10/03/02

3

What's Great About This Game?

The sense of speed, course designs, and control are easily among the best ever for the genre, but it's really the incredible cop AI that makes this game so amazing. It's not just you against the course, or even other racers—it's you against those two elements, plus the relentless cops and their bag of (very clever) tricks. It's less of a racing game and more of a "racing action game." Whatever you call it, it's without equal.

Our Favorite Moment

You evade every cop, blast past every spike strip, and swerve expertly around every flash-bang barrel dropped by the police chopper, then finally beat the fuzz outright. There are few more satisfying victories to be found in any game.

Creator's Thoughts

Stefan Wessels & Richard Mul
Producers, EA Black Box

"The team that built *Need For Speed: Hot Pursuit 2* was privileged to have joined forces with EA and we would like to thank everyone that supported the development of this game. Making a sequel to one of the truly great racing games, *Need For Speed III: Hot Pursuit*, was a daunting task and our goal was to do the legacy of that game justice and bring it to the PS2 platform where it could truly shine. We now look forward to delivering many more top quality *Need For Speed* games to audiences worthy of only the best!"



▲ Battling the cops in *NFS: HP2* is extremely challenging, but incredibly fun.

VIRTUA FIGHTER 4

PUBLISHER: Sega DEVELOPER: Sega AM2 RELEASED: 03/20/02

2

What's Great About This Game?

Despite a bit of shimmering, *VF4* beats out all other fighters in the graphics department and features an amazing amount of depth. The brilliant Training Mode will have novices performing SPoD's in no time, while the Kumite Mode will keep you playing the game for months to come. Bar none, there is no finer 3D fighter to be found on the PS2. That's especially impressive when you consider that this was AM2's first go on PS2.

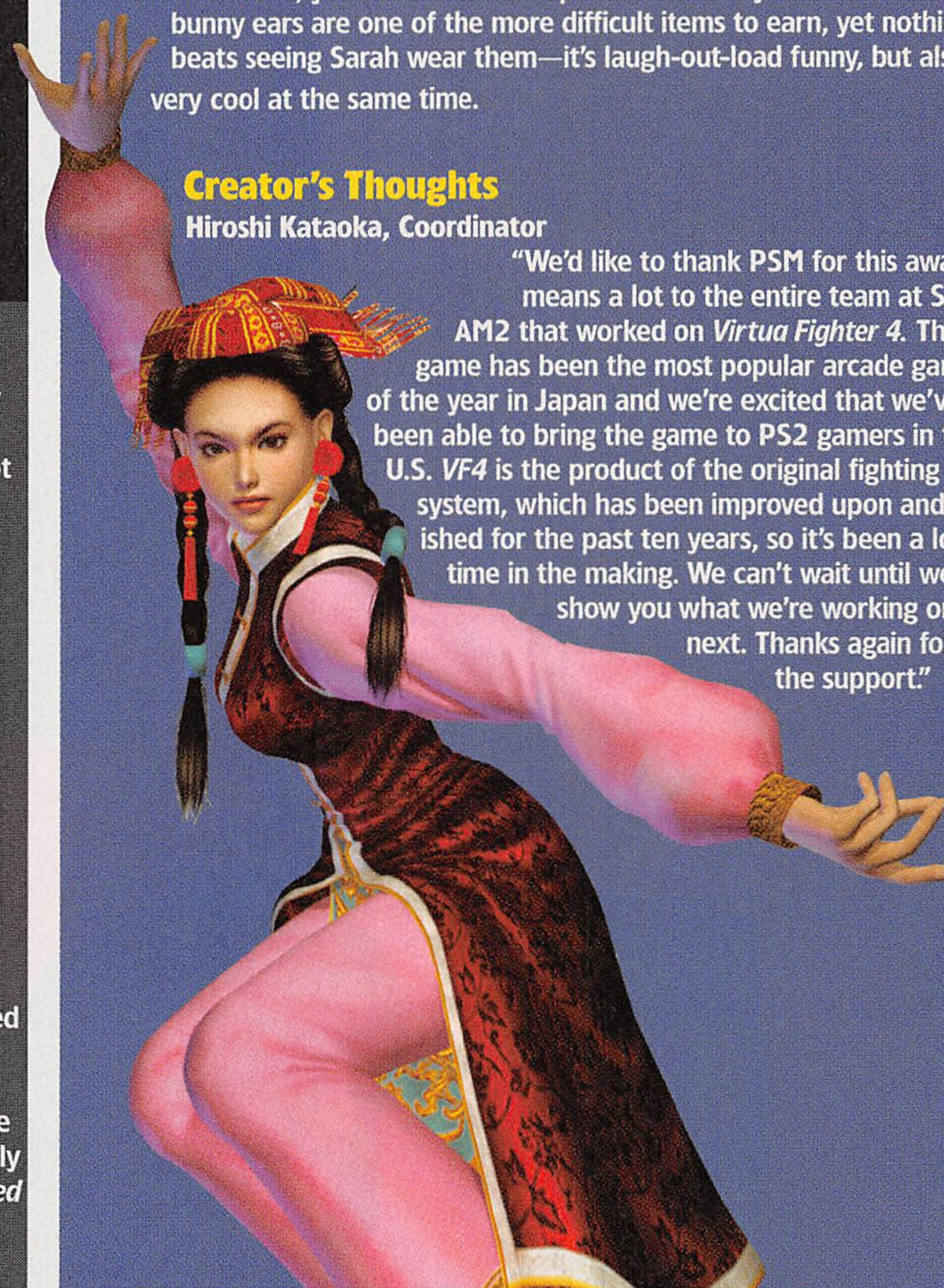
Our Favorite Moment

Unlocking Sarah Bryant's bunny ears. As you progress through the game's Kumite Mode, you're able to earn special items for your character. The bunny ears are one of the more difficult items to earn, yet nothing beats seeing Sarah wear them—it's laugh-out-load funny, but also very cool at the same time.

Creator's Thoughts

Hiroshi Kataoka, Coordinator

"We'd like to thank PSM for this award; it means a lot to the entire team at SEGA-AM2 that worked on *Virtua Fighter 4*. The game has been the most popular arcade game of the year in Japan and we're excited that we've been able to bring the game to PS2 gamers in the U.S. *VF4* is the product of the original fighting system, which has been improved upon and polished for the past ten years, so it's been a long time in the making. We can't wait until we can show you what we're working on next. Thanks again for all the support!"



▲ *VF4*'s characters are great, and move like greased lightning.

GRAND THEFT AUTO: VICE CITY

PUBLISHER: Rockstar Games DEVELOPER: Rockstar North RELEASED: 10/29/02

1

What's Great About This Game?

From the voice actors and music to the visual improvements and the game world's size and design, Rockstar's sequel to the worldwide best-seller *GTA3* screams high production values. The depth and gameplay variety is through the roof—especially for an action game—and the mature, often hilarious content simply makes for the best gameplay experience to hit PS2 in 2002. Going forward, it's clear that Rockstar has a great

gameplay formula, but the trick will be to keep it fresh and not rest on the laurels of previous installments in the series. If this game is any indication, however, we'll be in for a treat—no matter where the next game's set.

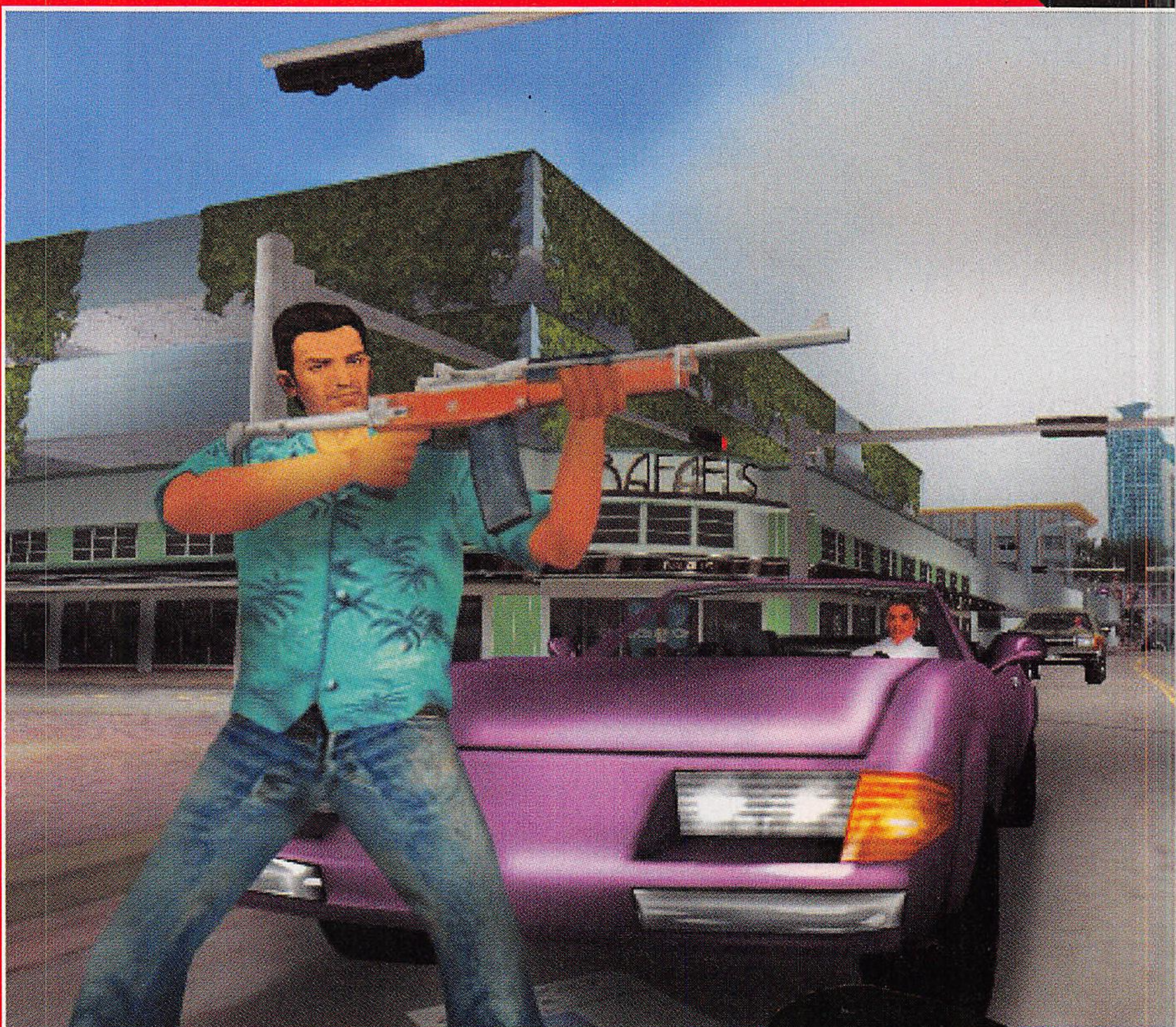
Our Favorite Moment

There are too many to pick just one. Among our favorites are hearing the "Exploder" commercial, stealing the Hunter from under the military's nose, claiming Diaz' mansion, unique jumps on the PCJ 600, using codes to manipulate Vice City in hilarious ways, doing Steve Scott's missions and finding the shark in the water, and finally, after long last, getting 100% completion.

Creator's Thoughts

Terry Donovan
CEO, Rockstar Games

"Although it is still in its early days yet, we are delighted with the initial responses to *Grand Theft Auto: Vice City*, but as with *Grand Theft Auto 3*, it will probably take six to nine months for the game to get fully explored as an experience."



▲ *Vice City* is a gaming experience that will have us playing well into 2003.





www.koeigames.com

PlayStation®2

"In war there is no substitute for victory."
- General MacArthur

NAVAL SUPREMACY AND GLOBAL CONQUEST

**Swarming Fighter Squadrons!
Blazing Cannons!**

Watch the war unfold in real-time 3D.
Control camera movement and get up close to the action.

Over 50 Theaters of Operation!

From Midway to the Mediterranean,
every conquest is one step closer to victory!
Assemble U.S., Japanese, German, or British forces.
Deploy your fleets and storm enemy garrisons.

**15 Regional and 2 Global Campaigns
Based on World War II!**

Strike Leyte Gulf and establish supply lines.
Order German Wolfpack Ops in the North Sea.
Launch Royal Navy cruisers to intercept Japanese dive-bombers.

Change the Course of History!

Command the USS Iowa, Battleship Yamato, and over 300 ships.
Dispatch spies, disrupt trade, realign nations.
Develop new technology and build mighty war machines.

P.T.O. IV

Pacific Theater of Operations



Violence

The Koei logo is a trademark of Koei Co., Ltd. in Japan and/or other Countries.
P.T.O. IV is a trademark of Koei Corporation and Koei Co., Ltd. ©2003 Koei Co., Ltd. All rights reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.
The ratings icon is a trademark of the Interactive Digital Software Association.





PlayStation 2



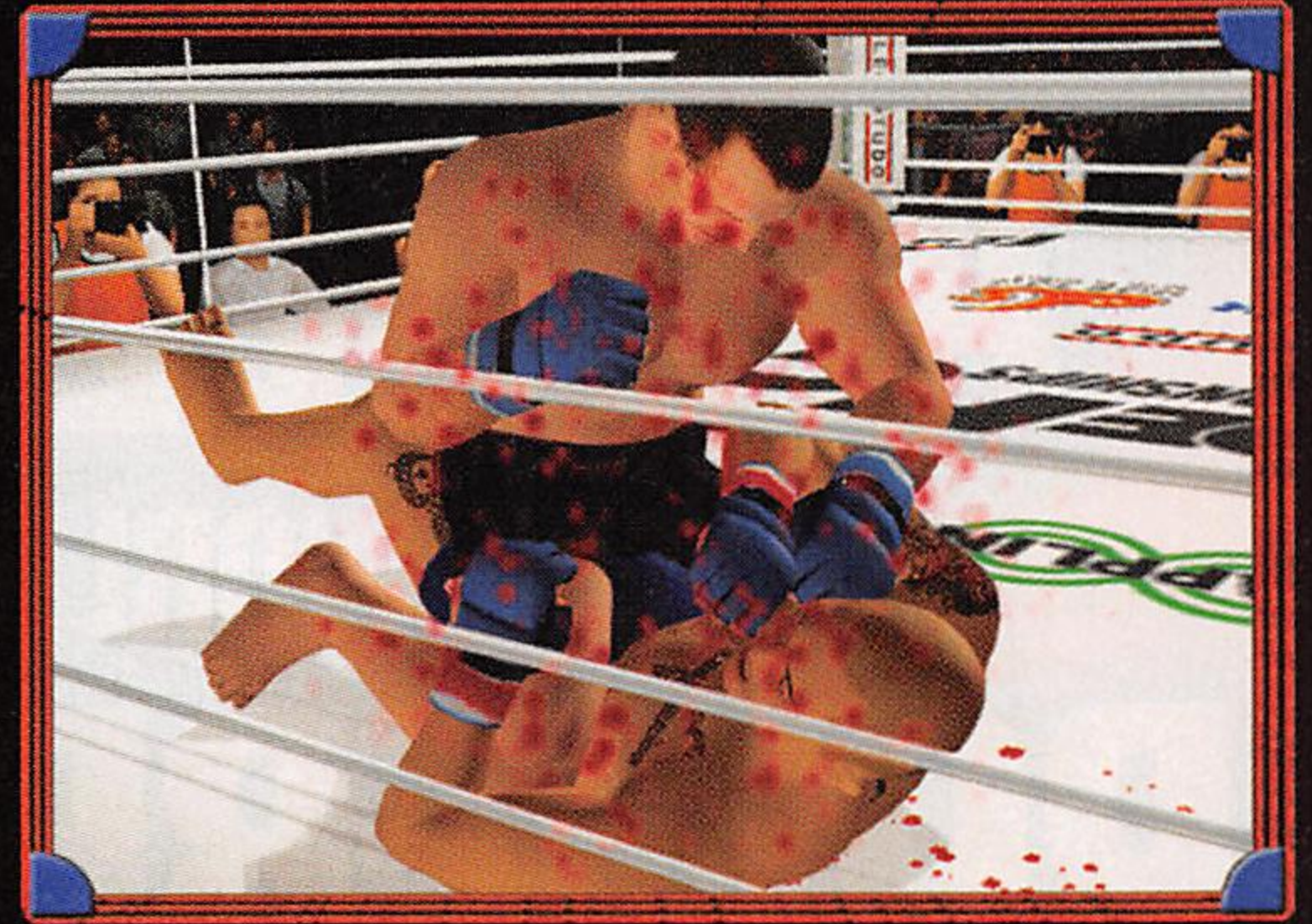
Best Fighting Game
Best Simulation



Blood
Strong Lyrics
Violence



BREAK FACES



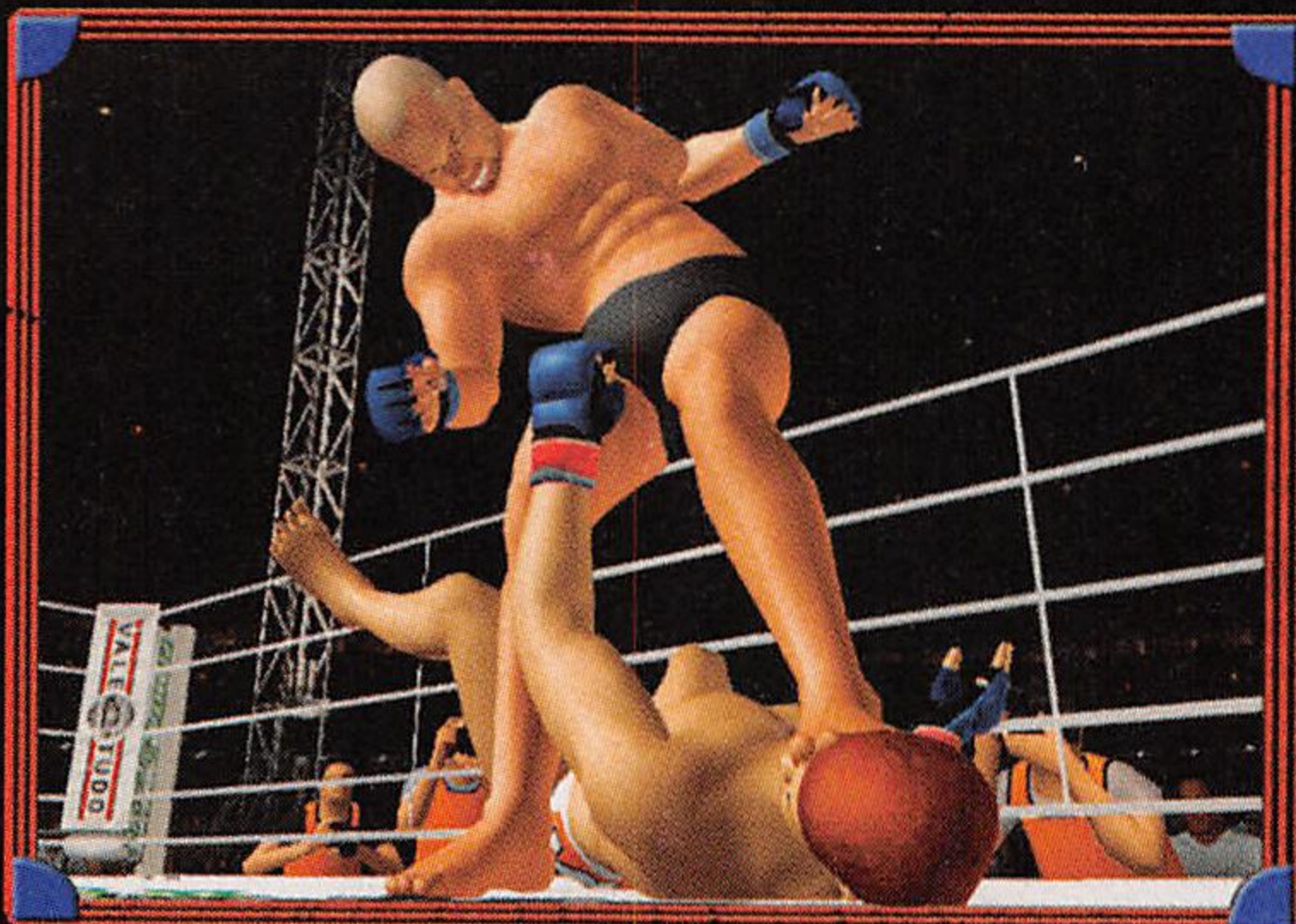
DRAW BLOOD

**FOR ALL THE PAIN HE'S IN,
QUITTING WOULD FEEL
MUCH WORSE.**

PRIDE FC

FIGHTING CHAMPIONSHIPS

WIN AT ALL COSTS



DISLOCATE LIMBS



A COLLISION OF THE WORLD'S MOST POWERFUL UNIVERSES!



Rule the arena of the world's two most powerful fighting Universes. Marvel vs. Capcom 2 is bar-none, the most insane tag-team fighting game on the planet! An unprecedented 56 playable characters raises the bar on arcade fighting with 3 on 3 tag-team battles, unbelievable control and hyper-fast animation. Pick a fight with your favorite legendary Capcom characters and Super Heroes from the Marvel Universe and watch the super combos fly.

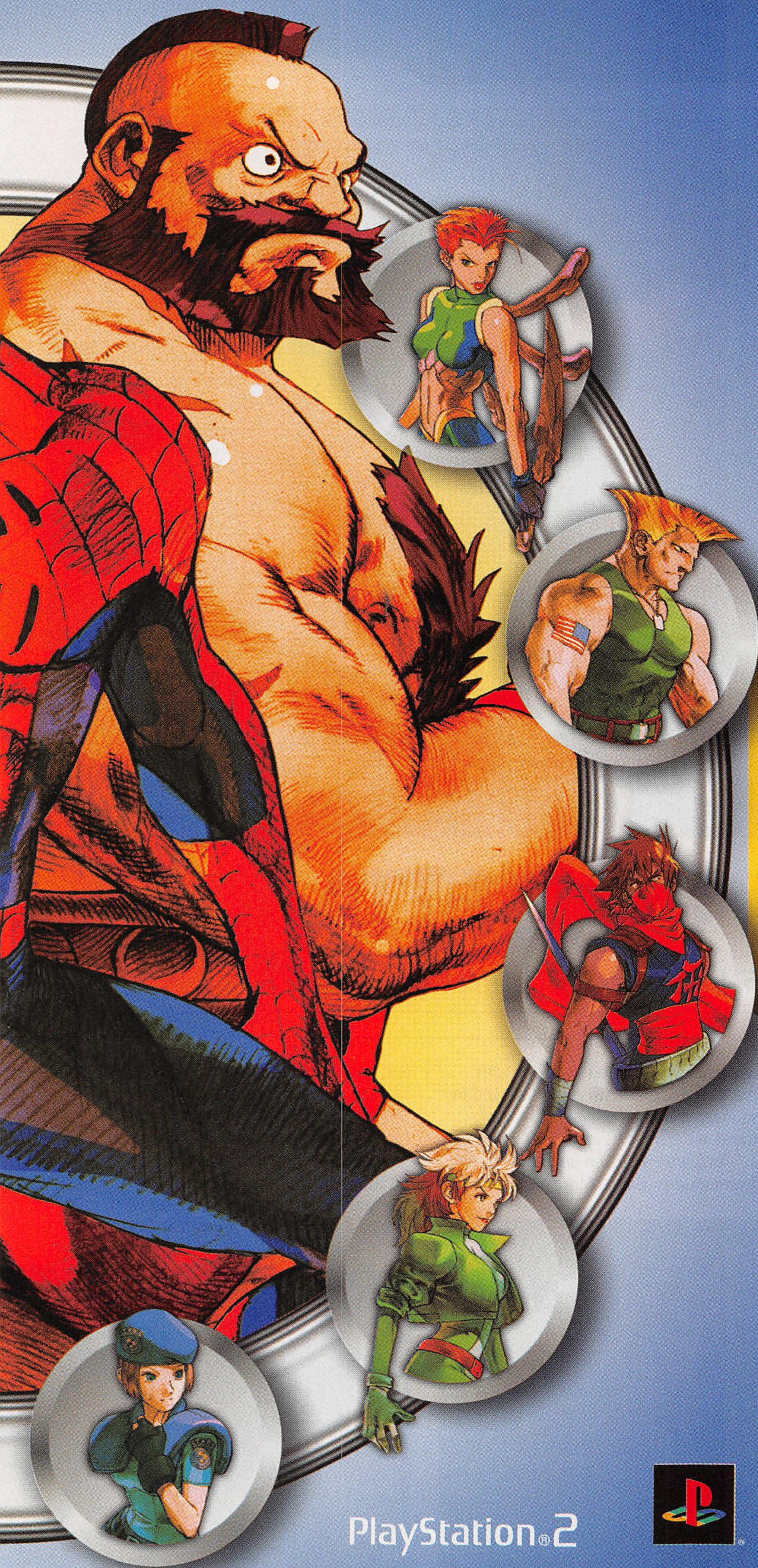


Animated Violence
Animated Blood
Suggestive Themes

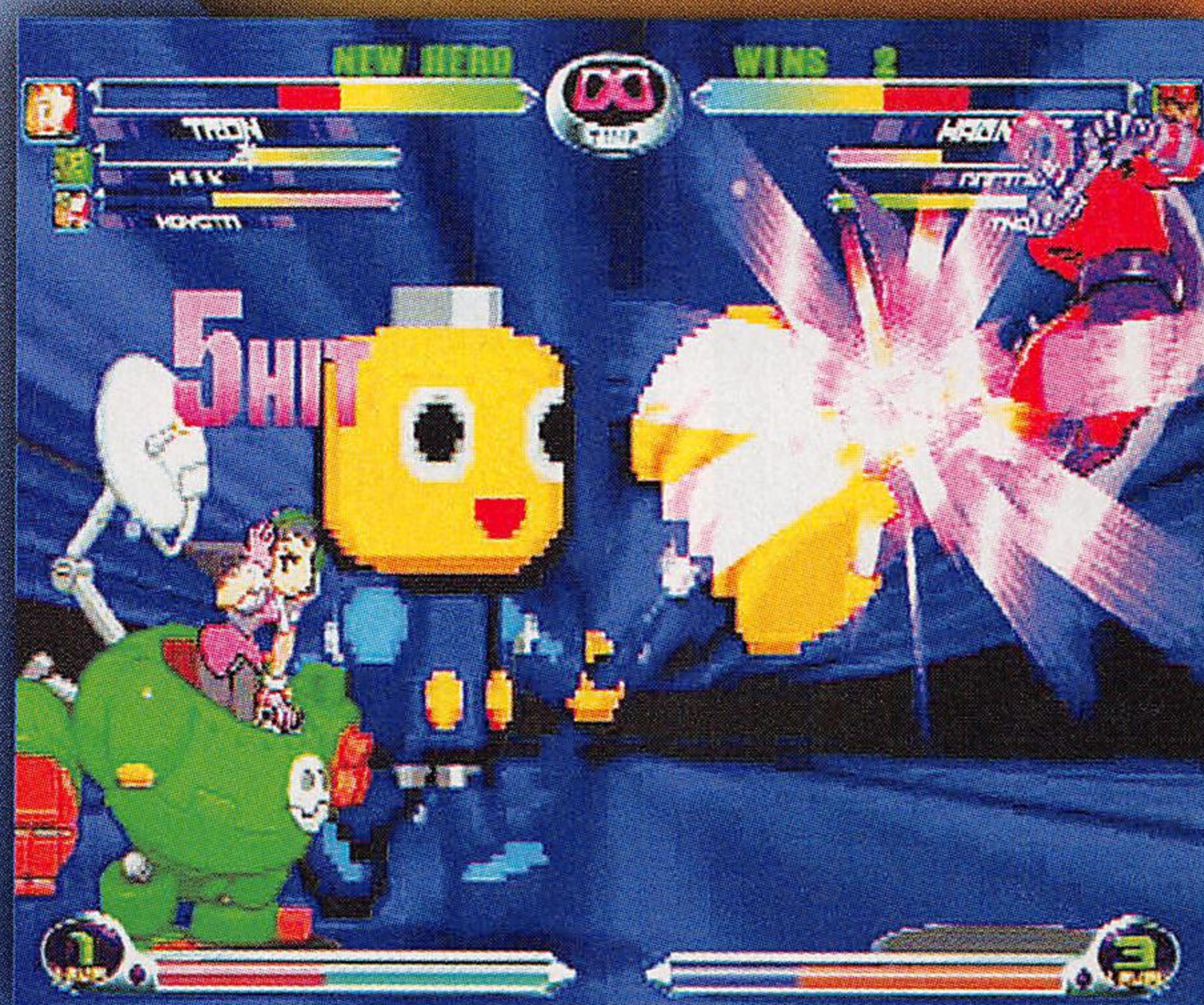
CAPCOM
capcom.com

MARVEL

© CAPCOM CO., LTD. 2002 © CAPCOM U.S.A., INC. 2002 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MARVEL AND ALL RELATED CHARACTERS AND THE DISTINCTIVE LIKENESSES THEREOF ARE TRADEMARKS OF MARVEL CHARACTERS, INC. AND ARE USED WITH PERMISSION. COPYRIGHT 2002 MARVEL CHARACTERS, INC. ALL RIGHTS RESERVED. www.marvel.com. STRIDER: MOTO KIKAKU. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.



PlayStation®2



CONTENTS

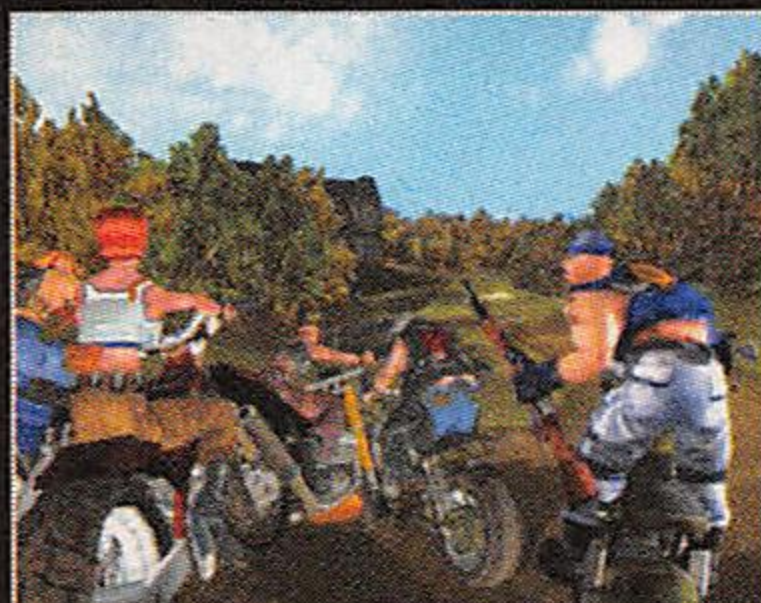
- 66 All-Star Baseball 2004
- 74 Amplitude
- 75 Big Mutha Truckers
- 78 Castle Wolfenstein
- 62 Def Jam Vendetta
- 79 Devil May Cry 2



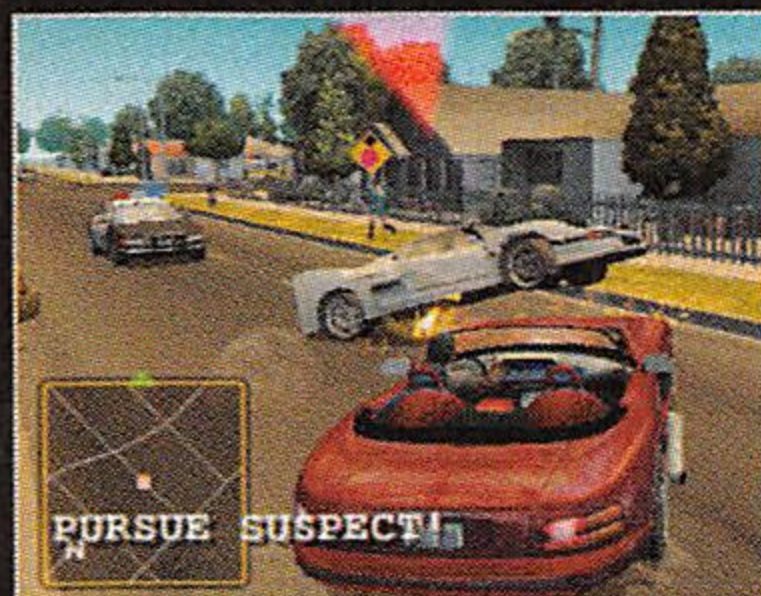
- 69 Galerians: Ash
- 64 High Heat Baseball
- 68 Ice Nine
- 70 Jacked
- 65 MLB 2004
- 65 MVP Baseball 2003
- 74 My Street
- 71 NBA Street Vol. 2
- 76 Primal
- 72 True Crime

HOT GAMES

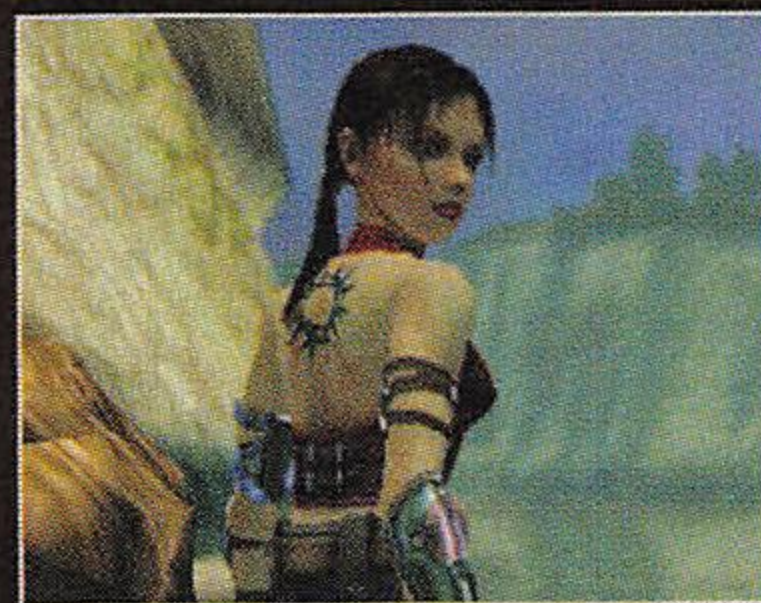
Don't waste a second; turn on over to these big games NOW!



▲ Jacked pg. 70



▲ True Crime pg. 72



▲ Primal pg. 76

GAME INFO PUBLISHER EA | DEVELOPER EA CANADA/AKI | RELEASE DATE SPRING | TYPE FIGHTING | MAX PLAYERS FOUR | ESRB RATING TEEN



▼ Getting stuck in the corner is probably one of the worst situations you can be in. You better reverse that punch!

DEF JAM VENDETTA

One last look at EA's star-packed hip-hop brawler



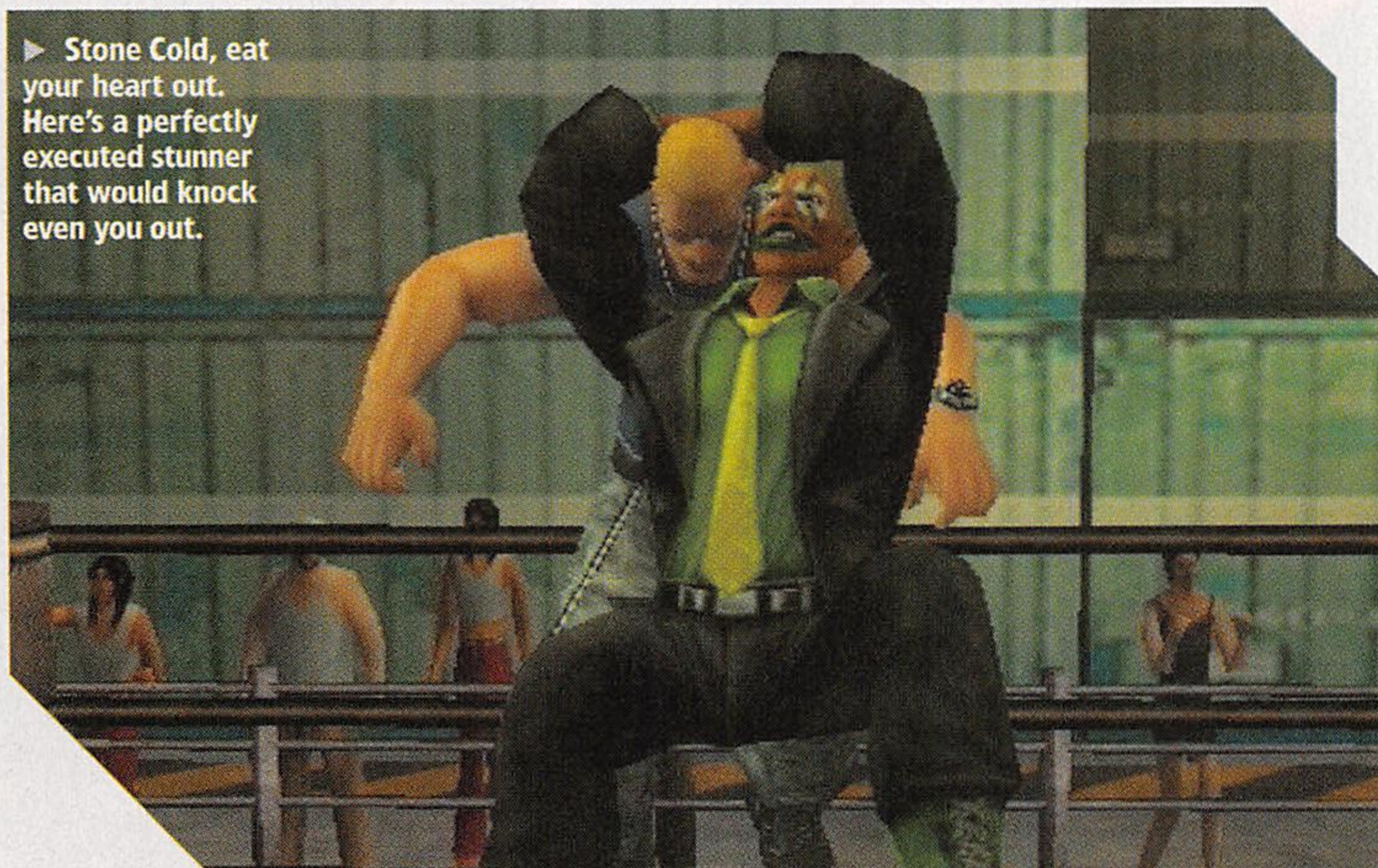
In the next month or two, we should hopefully be getting a reviewable copy of **Def Jam VENDETTA**. In the meantime, though, it seemed another preview of this eagerly anticipated title

was in order. So, here it is. Along with these new screens, we even managed to squeeze a little bit of new info out of those secretive folks up at EA Canada.

The game is broken up into three different modes (Battle, Story and Survival)

and four types of matches (Single, Tag Team, Free For All and Handicap). The Story Mode is the one we've covered the most, so let's spent a little bit of time on the other modes. Battle, or Exhibition, is your basic mode. It's the one you'll want to select if you just want to play a quick match against the CPU

► Stone Cold, eat your heart out. Here's a perfectly executed stunner that would knock even you out.



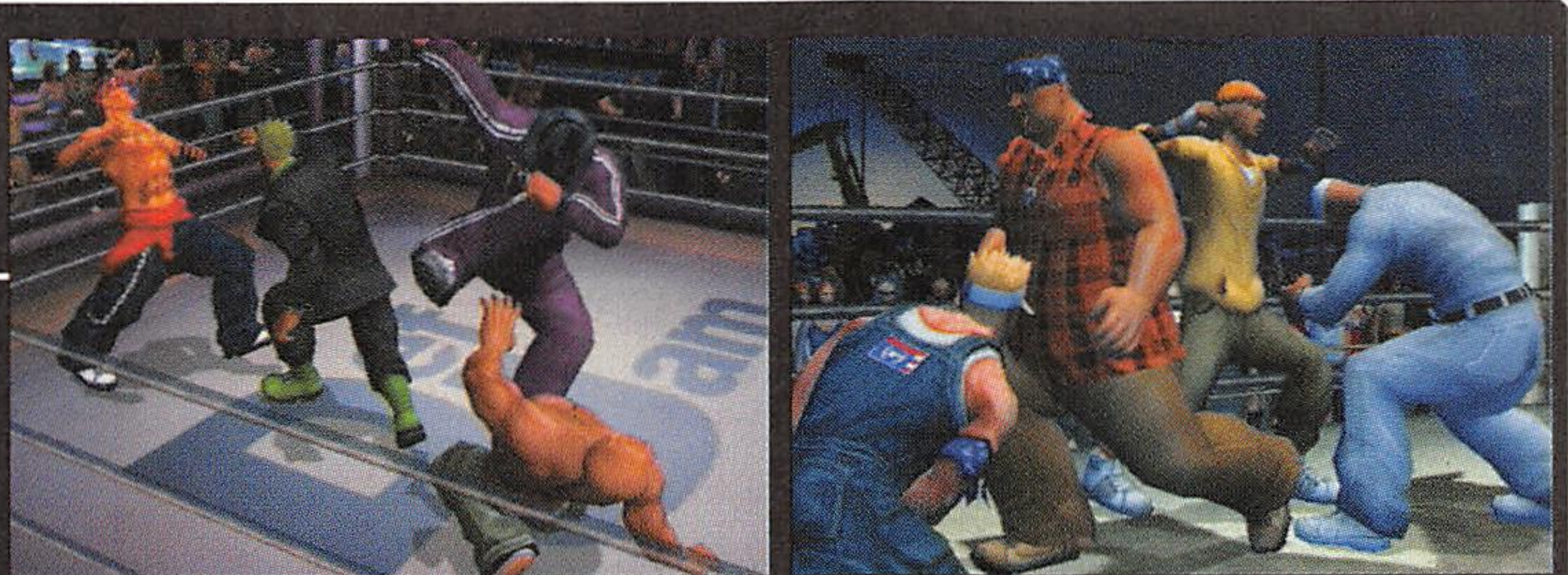
▲ The brawlers all have some unique fighting styles, combining everything from boxing to martial arts. Expect attacks from all angles.



<< UNLOCK NEW GIRLFRIENDS AS YOU
FIGHT YOUR WAY THROUGH THE GAME >>

Multiplayer Mayhem

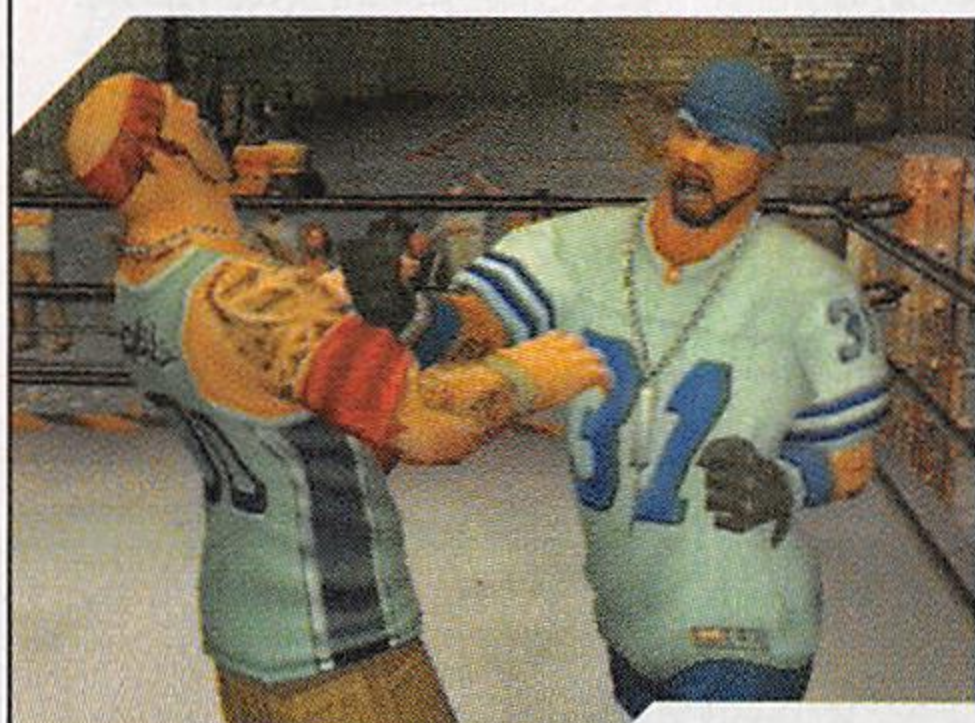
Up to four players can participate in the carnage, as either tag team partners or solo. As a tag team, you can perform special partner moves that look way cool.



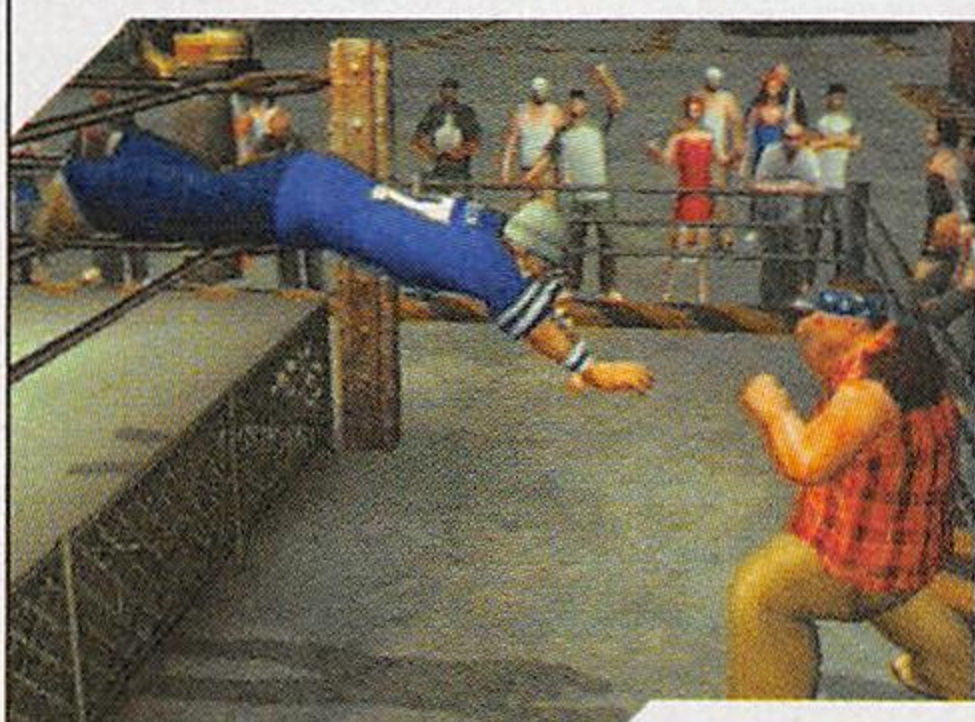
▲ Up to four players can participate in the carnage, as tag team partners or solo. As a tag team, you can perform special partner moves that look way cool and take off a ton of your opponent's health.

or a human player. Up to four players can actually compete against each other if you select the Tag Team or Free For All matches. Tag Team is especially fun because you can perform special team attacks that cause even more devastating damage. If you're up for a real challenge, though, then try out the Survival Mode and see if you have what it takes to take on two or three opponents at once.

Further building upon the hip-hop style, *VENDETTA* also introduces a unique feature that could very



▲ It's impressive how realistic the Def Jam artists look in the game. Method Man must just love playing as himself.



▲ Fighting isn't just limited to inside the ring. You can actually take the fight outside, if you want to, just like Method Man.



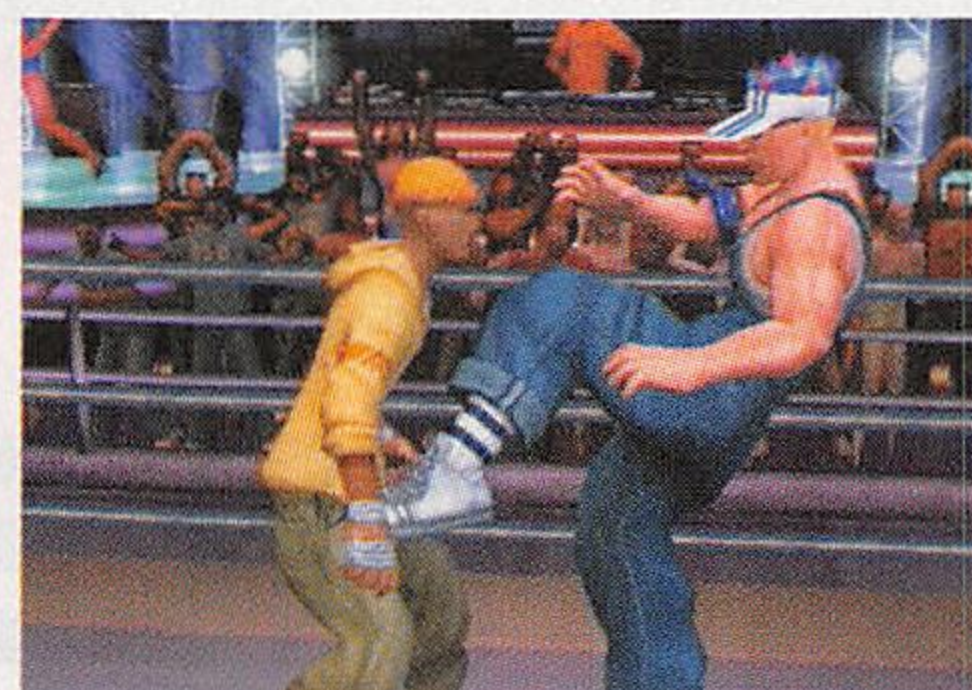
▲ The longer you stay on top in a fight, the more powerful and confident your character becomes. It's all about attitude.

well be a first for the industry—unlockable girlfriends. Yup, that's right. You can actually unlock new girlfriends as you fight your way through the game. Here's how it works. Generally, after one of the Boss battles (these are the fights with the actual Def Jam artists), a girl will walk up to you and show a bit more than just a passing interest. Then it's up to you to make a decision. Do you keep your current girl or try to move on to something that's wrapped in prettier packaging? Depending on your decisions, you'll be able to unlock galleries of the different girls and show off your mackin' skills. Pretty cool, huh?

With well over 45 characters (12 of whom will be Def Jam artists) and some of the best looking environments and character models around,

DefJam VENDETTA looks to leave a serious mark on the genre. It may not be your traditional sort of "wrestling" title, but it definitely introduces plenty of new features that competitors will probably be jealous of. We just can't wait to play it more.

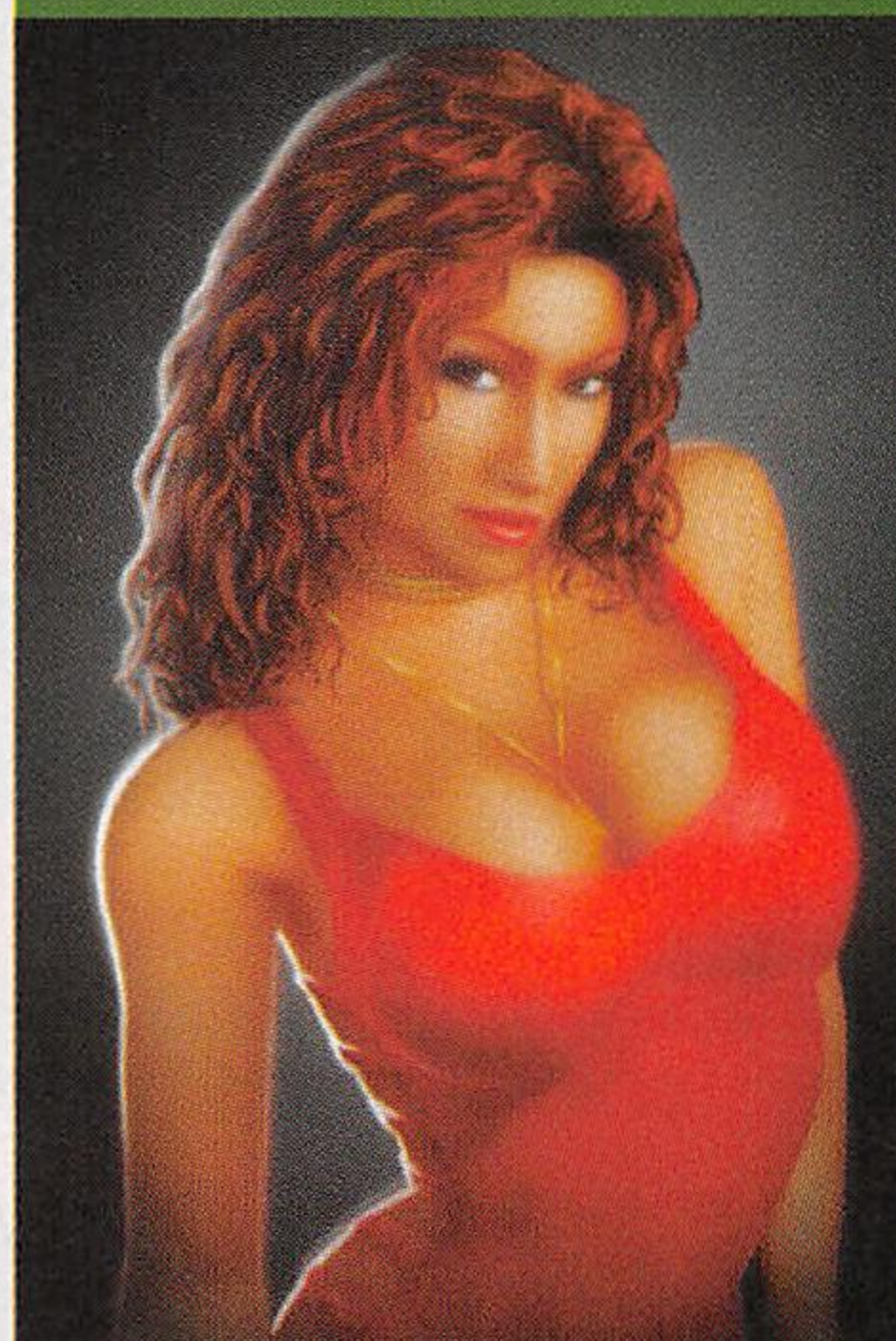
STEPHEN FROST



▲ A good kick or knee to the gut makes it easier to pull off a grapple move. Just hope that they don't block it.

Meet Carla

It may be a bit gratuitous, but that doesn't mean that the inclusion of unlockable girlfriends is something we're not excited about. In fact, we can't wait to see all the girls in their different costumes. This is definitely a part of the hip-hop lifestyle that we agree with.



▲ Sultry and sweet, Carla is just one of the many girls that you'll be able to unlock gallery pictures of.

PSM BREAKDOWN

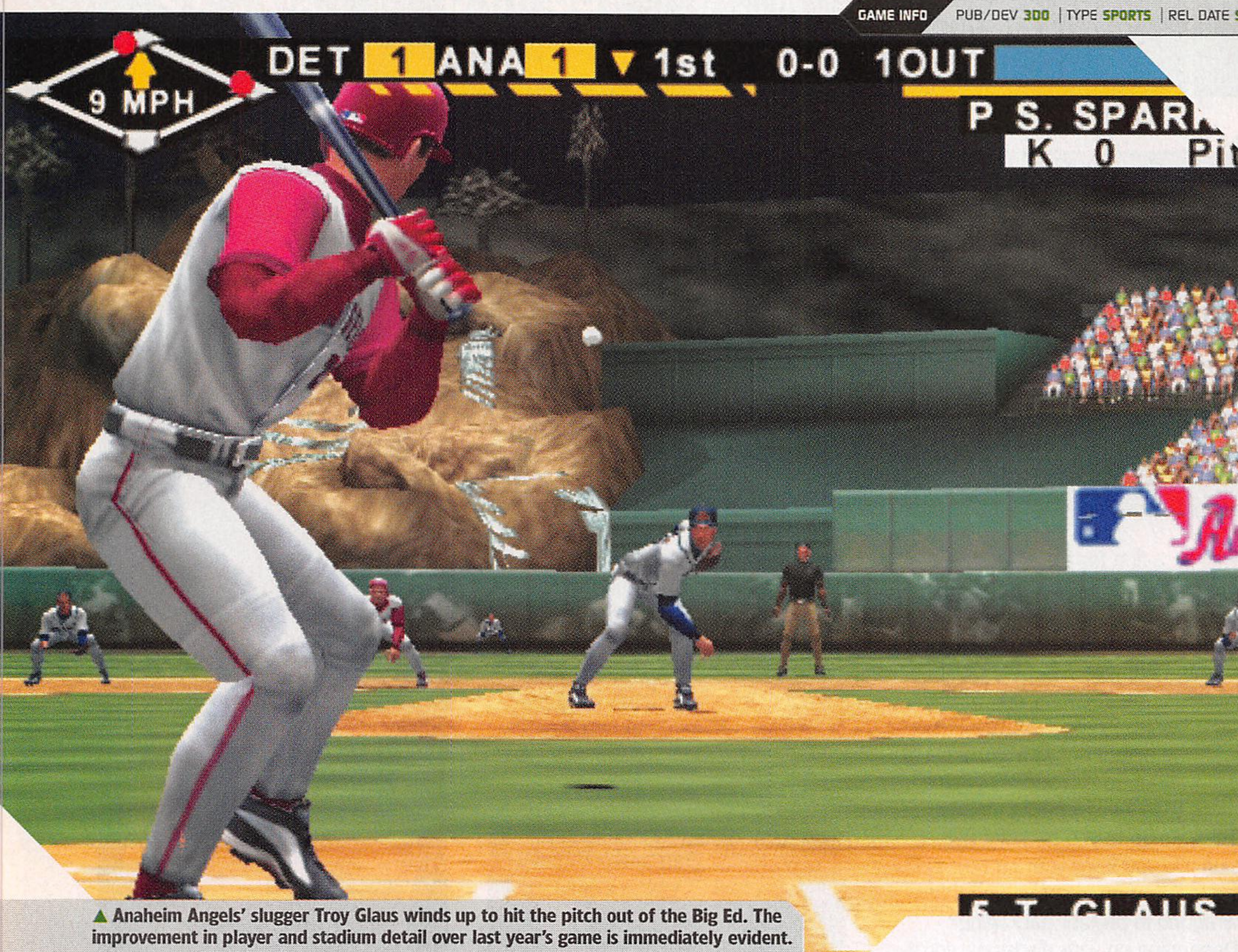
An up-close look at the game in action



▲ Even the crowd is completely 3D and polygonal, which is something you don't generally see in these types of games.

▲ Even when compared to the new *SmackDown!* game, *VENDETTA* definitely comes out on top in the graphics department.

► In all, there are over 45 different characters, including 12 Def Jam artists. Too bad there's no Create-A-Wrestler mode, though



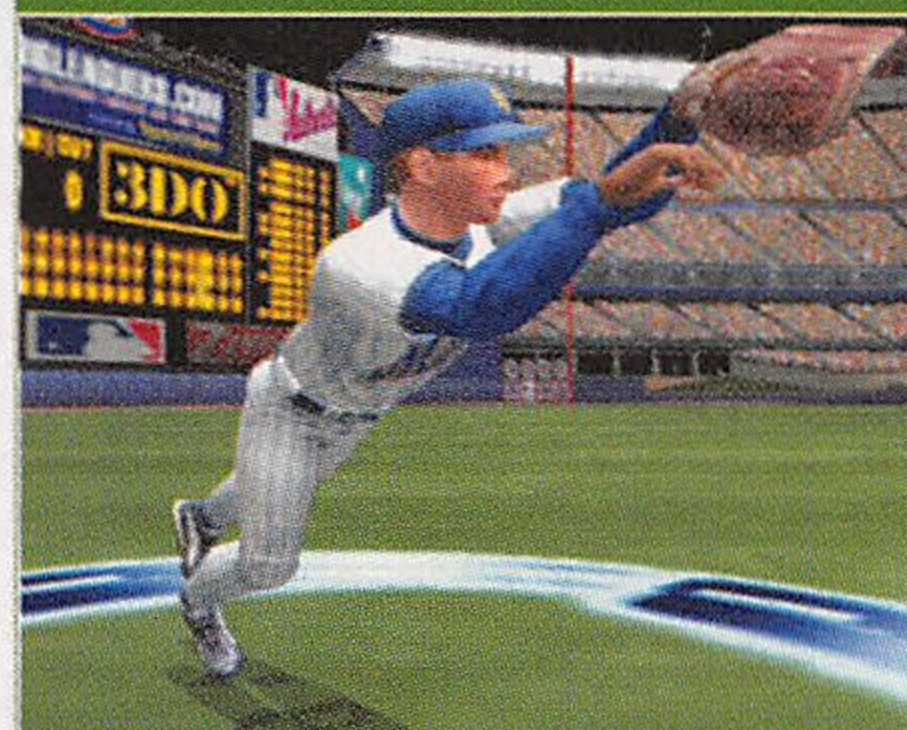
▲ Anaheim Angels' slugger Troy Glaus winds up to hit the pitch out of the Big Ed. The improvement in player and stadium detail over last year's game is immediately evident.

HIGH HEAT MLB 2004

Can last year's best baseball game get even better?

Major League Mo-Cap

The biggest improvement to this year's game is new motion capture, which has resulted in more life-like animation than in previous *High Heat* titles.

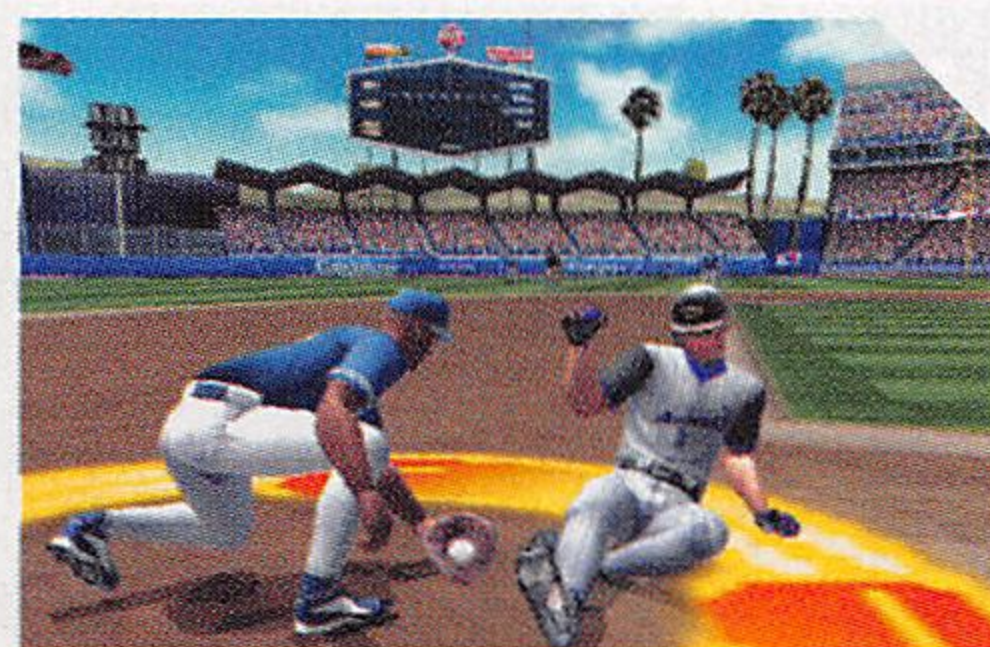


▲▼ From diving catches to dynamic throws, the game's players move much more realistically than before.



Considered by many to be the all-around champion in the crowded PC hardball market, *High Heat Major League Baseball* has already seen a healthy dose of success on the PS2 for the past couple of seasons. But with the class of 2004 heating up into what could turn out to be the most competitive battle of digitized national pastimes ever, 3DO has realized that it takes more than a slimmed-down port to appease the hungry masses. This year, the developers have gone all out.

The most obvious focus comes by way of the game's stellar new visuals. Stylistically resembling the previous incarnations in many respects, *High*

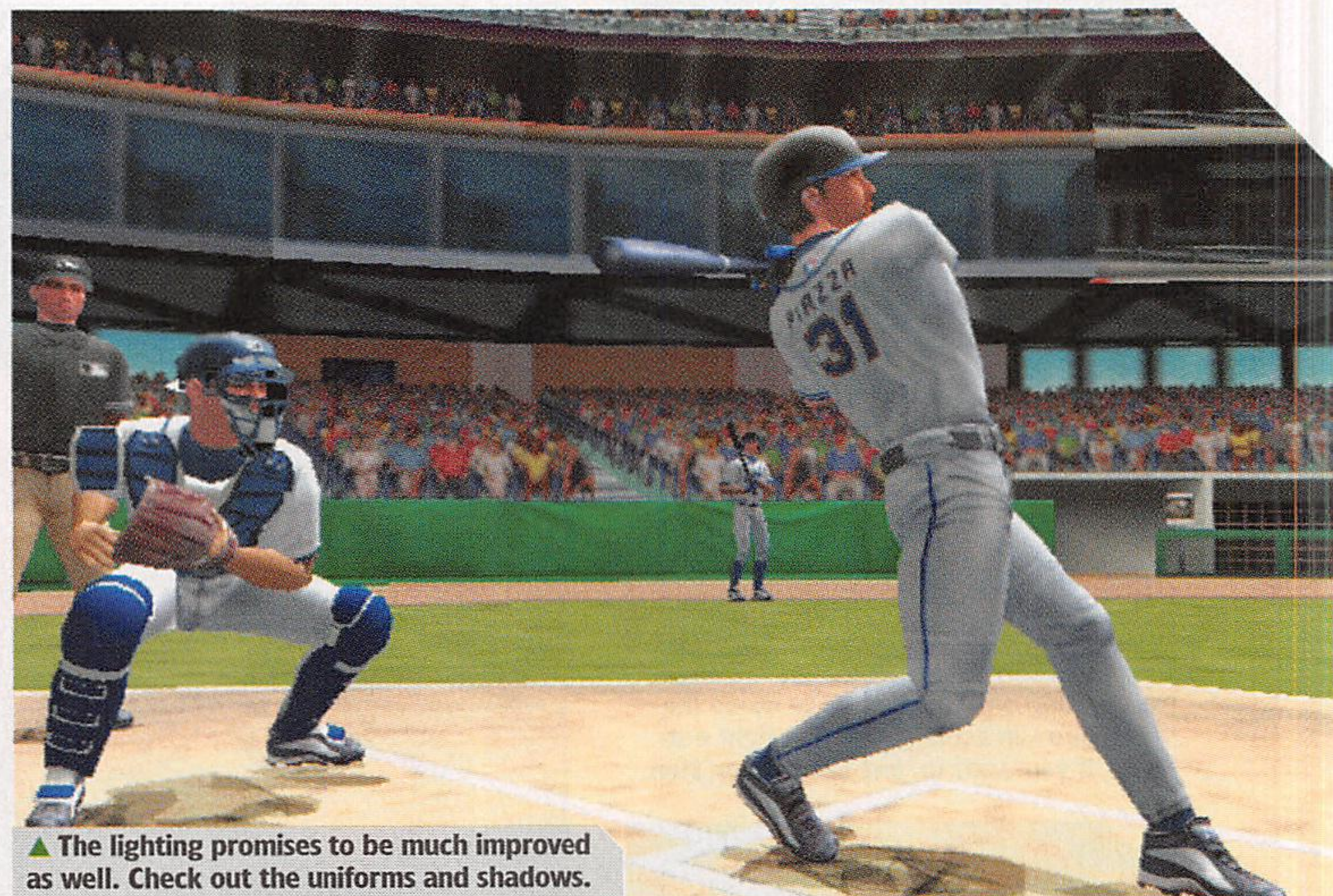


▲ Close plays like this one will receive a more cinematic treatment, so smile for the major network's cameras.

THE BUZZ

The most realistic playing baseball game is finally getting realistic visuals to match.

Heat 2004 also boasts an all-new set of dimension-accurate stadiums and realistic motion-captured animations. This also is the first time that new mo-cap has been added to the game since the series began in 1999. The movement of each player's throw, swing, and sprint has been meticulously redone so as to mirror that of the real-life personality. Combine with that a number of slick menus, futuristic statistical overlays, and game-reactive crowds, and you have yourself



▲ The lighting promises to be much improved as well. Check out the uniforms and shadows.

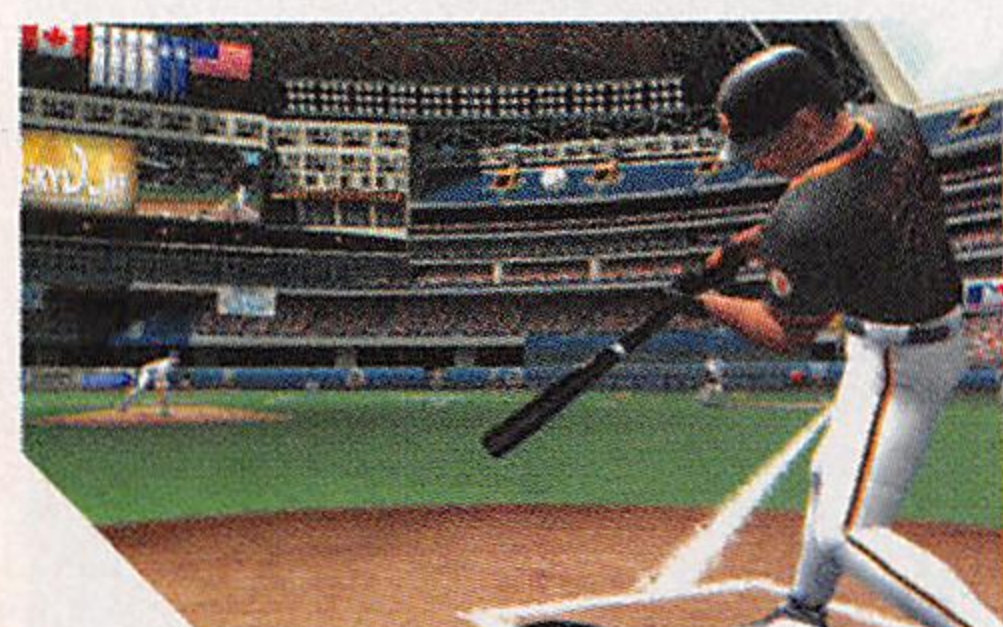
a title that already looks much better than last year's version.

The programming team didn't stop there, as they've also seen fit to include a full-featured franchise mode that allows players to simulate an entire 162-game season for as many years as they like, not to mention the robust 20-plus gameplay tweaking

slider bars, improved trade/free agent artificial intelligence, and a salary cap system that encourages players to build their teams efficiently.

That said, we can only imagine that our readers are thinking the same thing we are: "Where do we sign up?"

JEREMY DUNHAM



▲ The stadiums—such as the SkyDome, seen here—have been re-built from the ground up since last year's game.

MLB 2004

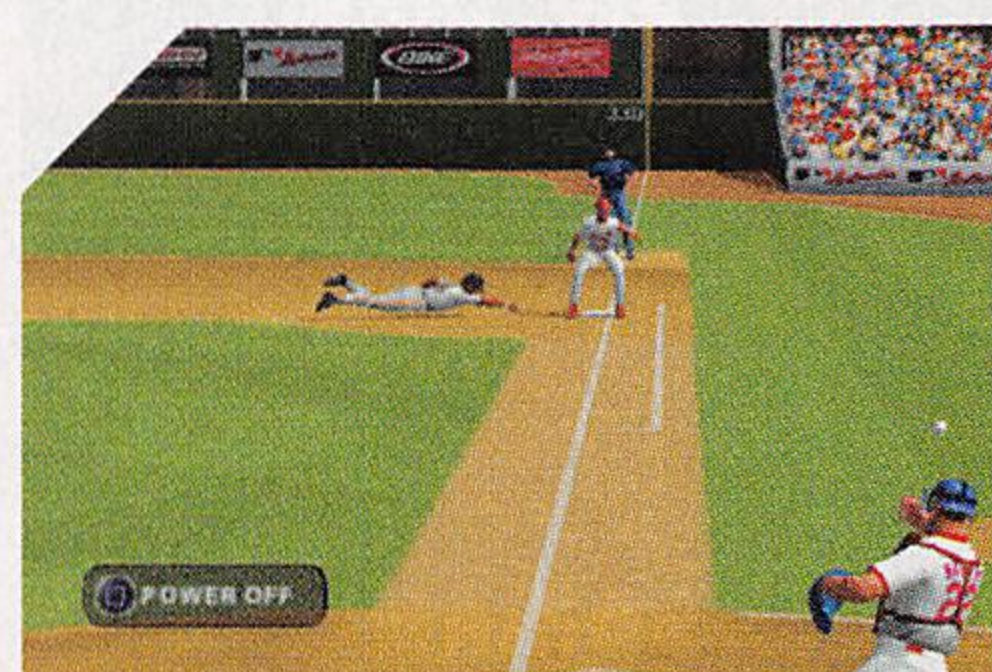
Sony finally steps up to bat with a ball game of its own

Hoping to deliver more than just a prettier version of the PSone games, developer 989 Sports is readying a hefty list of additions for the *MLB* series' first go on a next-gen platform.

Using what 989 has dubbed "total control pitching," players will see strike zones that realistically reflect the batter's size and ability. "Total control batting," on the other hand, will enable players to guess at the pitch type and location—pick right and the hitting "sweet spot" will enlarge.

Batters will also have hot and cold streaks—get on a roll and hits will not only become easier to make, but easier to hammer as well. Players can also choose to charge the mound if they're beamed—though you probably won't see the fighting. Fielders, for

their part, will be able to scale walls and perform other dynamic moves to make the save. Full managerial control and a general manager mode should also be welcome additions for the would-be Mike Soscias and Dusty Bakers of the world. **RANDY NELSON**

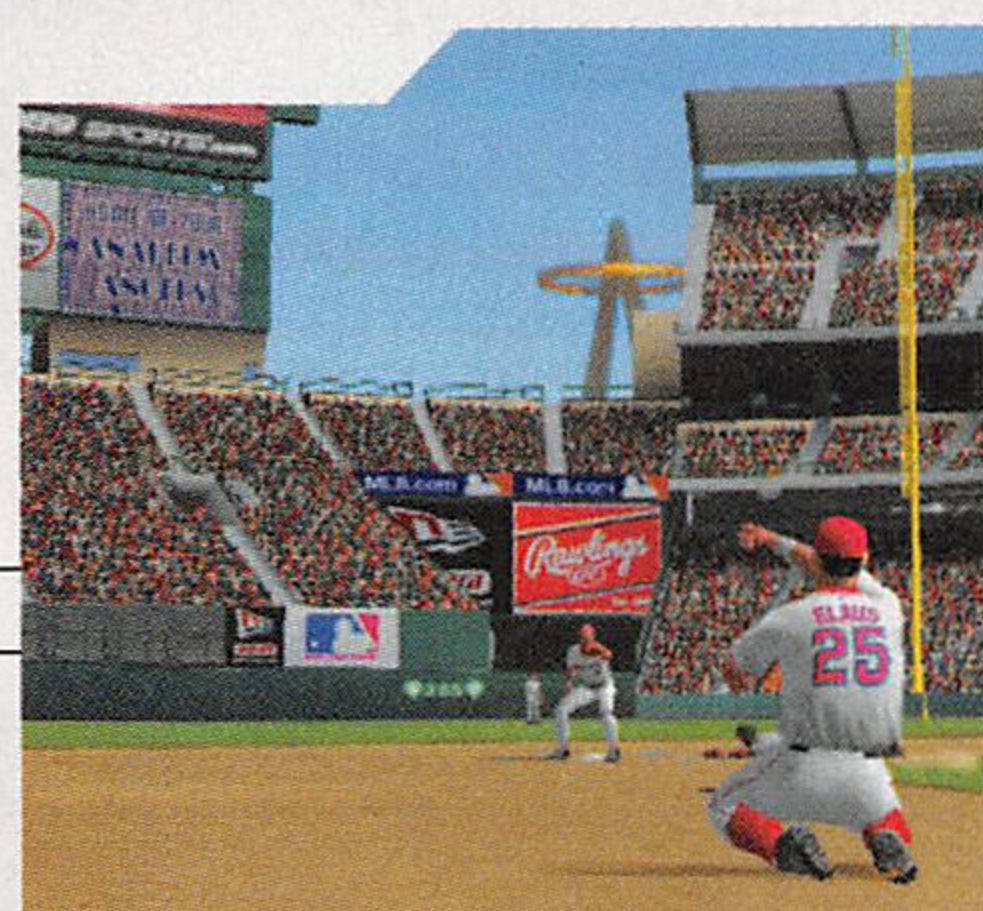


▲ The game will feature more than 1,500 player-specific animations.

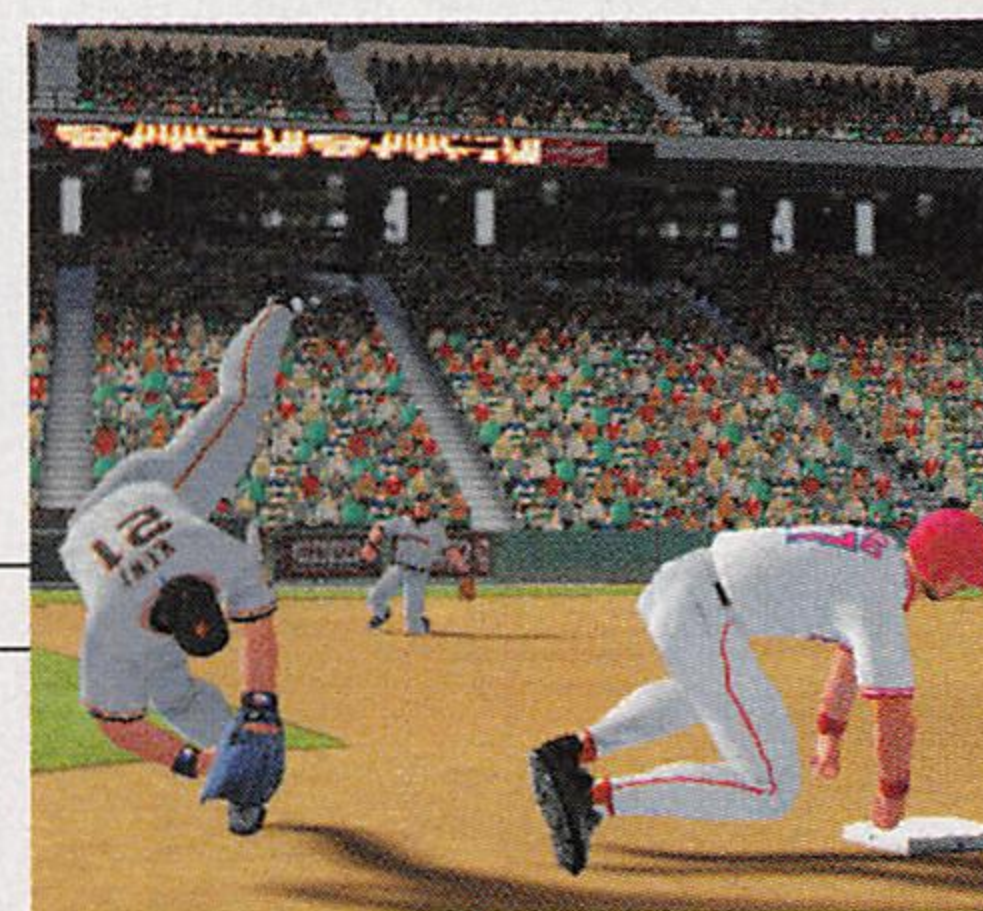


THE BUZZ
Sony's first attempt at PS2 baseball should offer a unique pitching/batting experience.

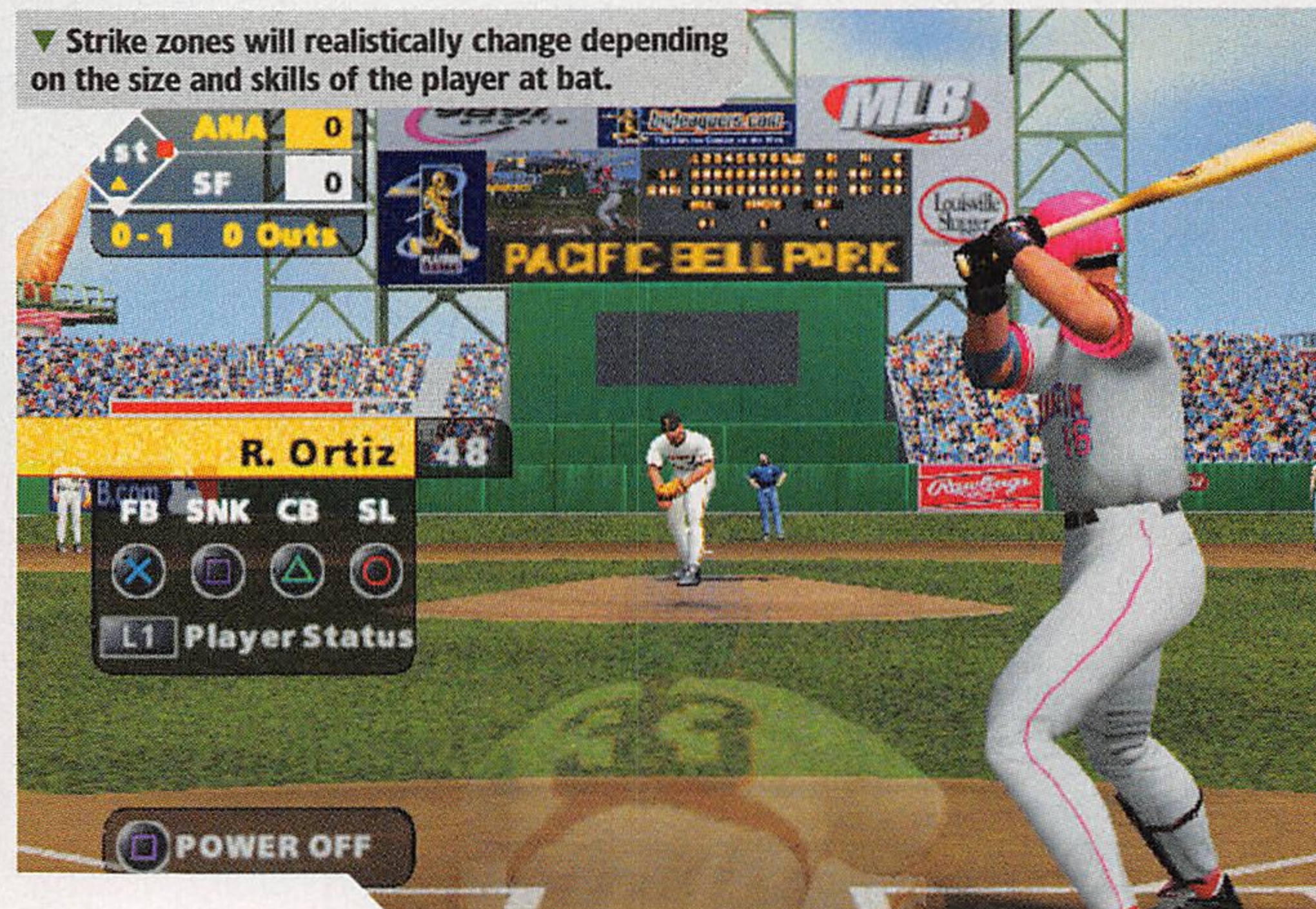
GAME INFO PUB SONY CEA | DEV 989 SPORTS | RELEASE DATE MARCH | MAX PLAYERS TWO | ESRB RATING EVERYONE



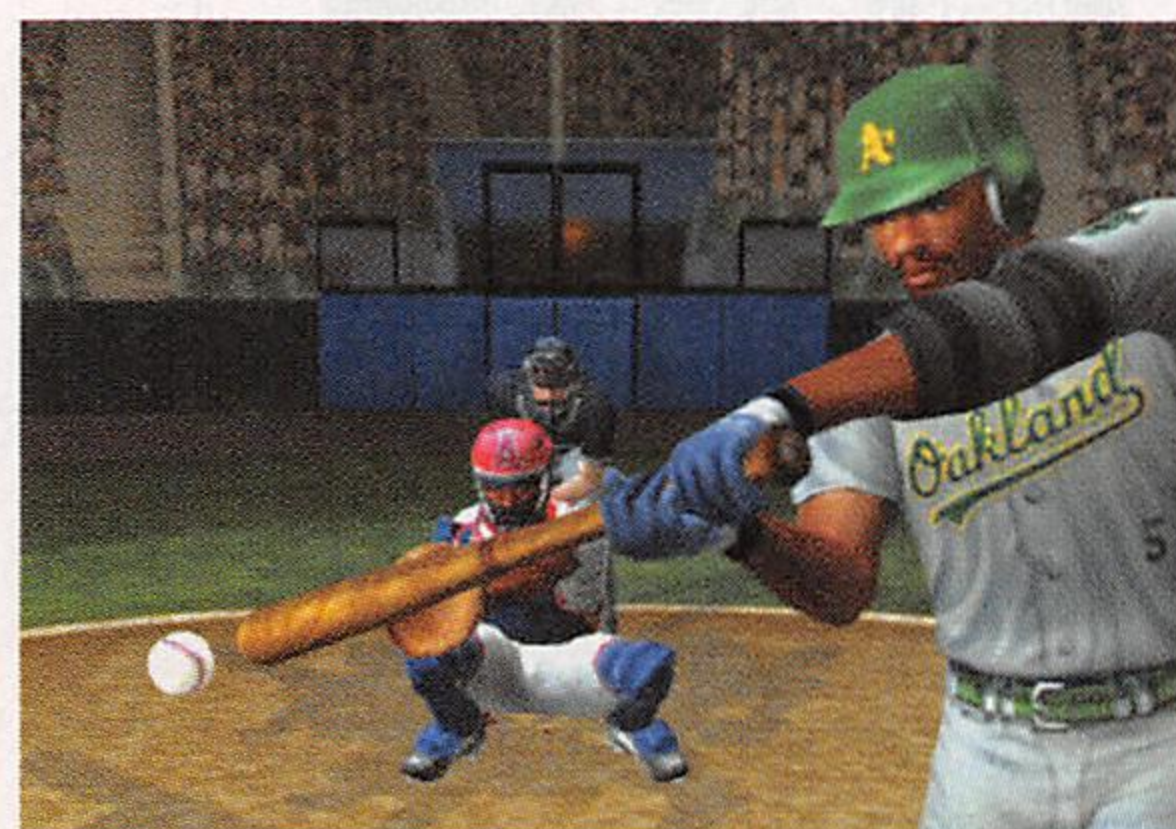
▲ All 30 major league stadiums have been recreated for the game.



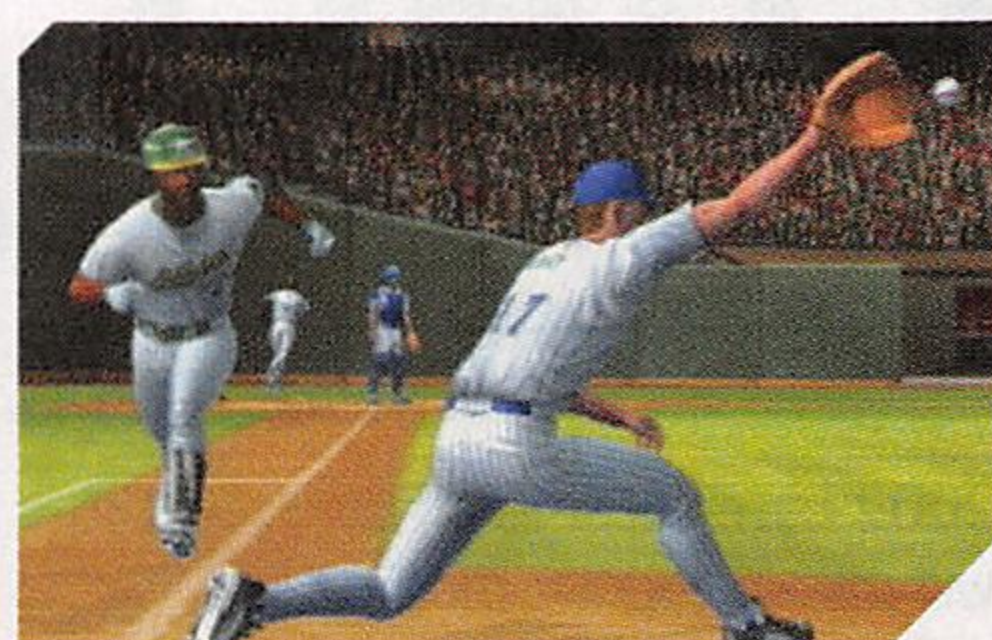
▲ Accurate AI will be one of the game's main focuses, using input from real players.



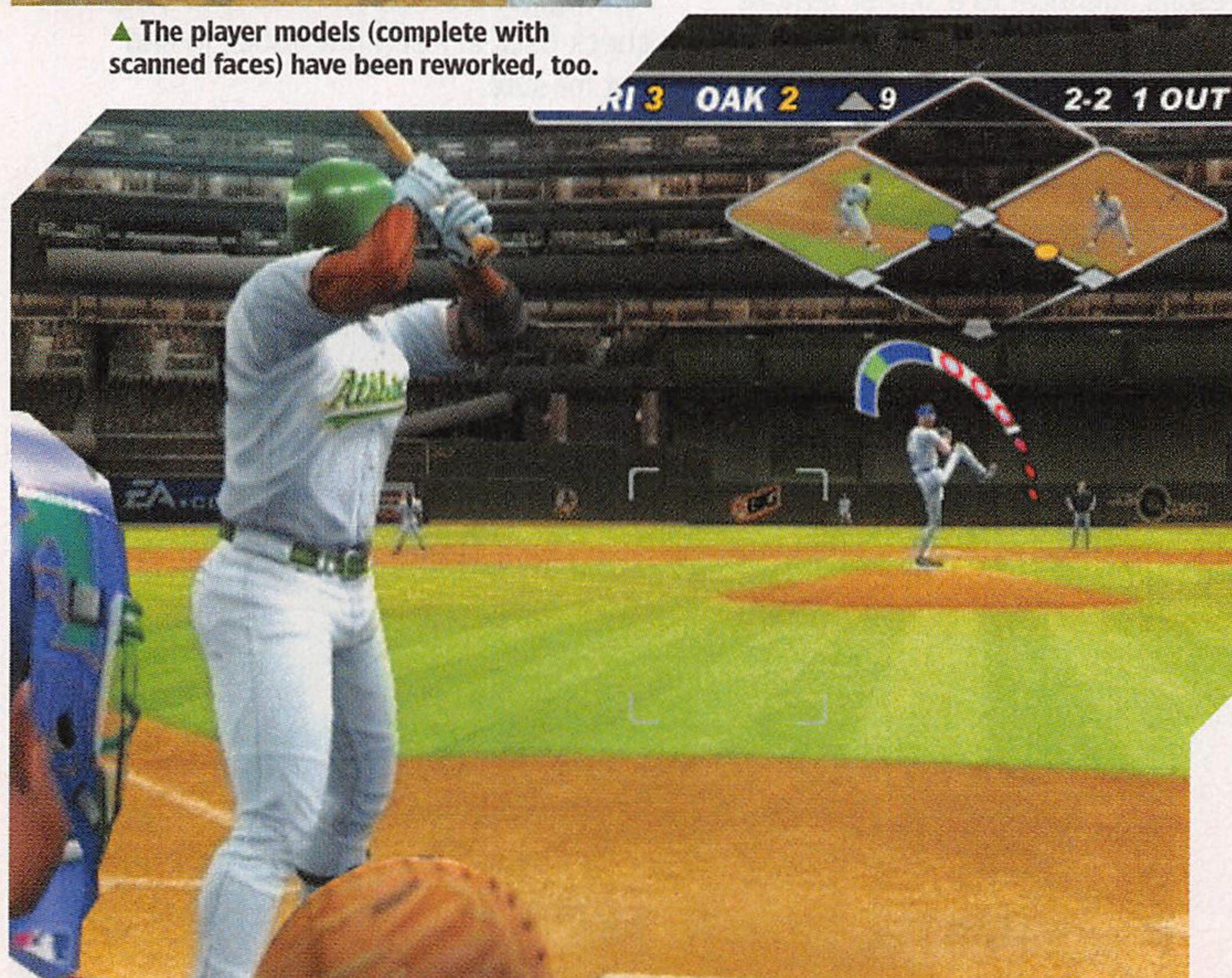
▼ Strike zones will realistically change depending on the size and skills of the player at bat.



▲ The player models (complete with scanned faces) have been reworked, too.



▲ There's lots of attention to detail. Check out how he keeps his toe on the bag.



▲ Here you can see the newly revised pitch strength meter. The longer you hold "throw," the faster (but less accurate) the pitch will be when released.

GAME INFO PUB EA SPORTS | DEV EA CANADA | REL DATE MARCH | MAX PLAYERS TWO | ESRB RATING EVERYONE

MVP BASEBALL 2003

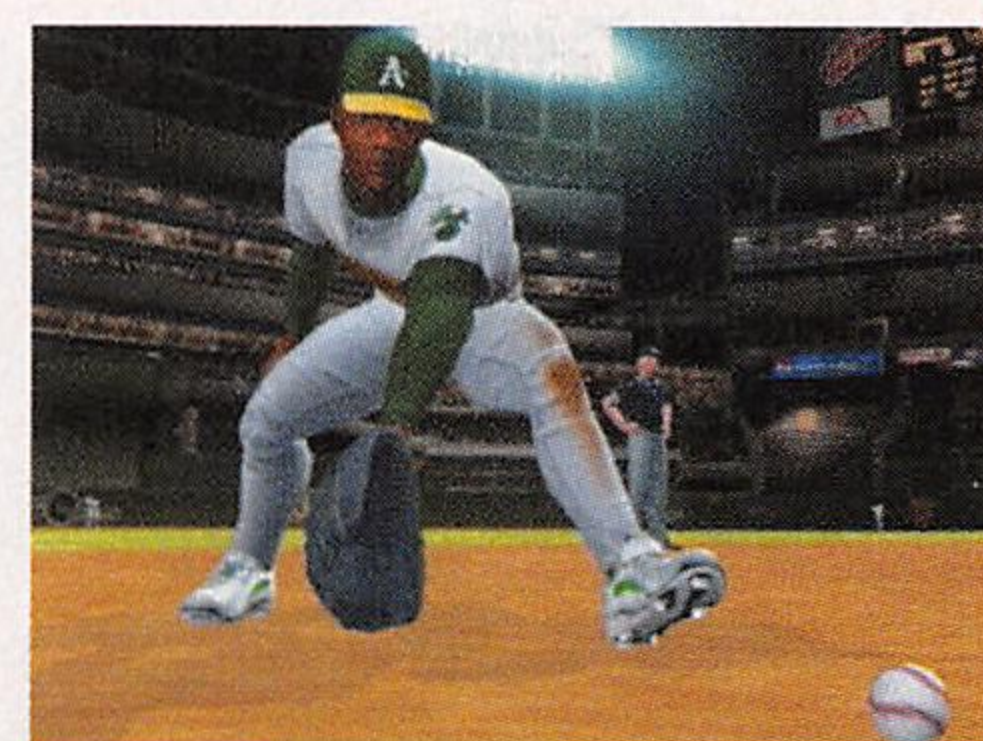
Maybe it should be called "Not Triple Play 2003"

Like a wrecking ball tearing down an old stadium, EA Sports has demolished its *Triple Play* franchise in favor of an entirely rebuilt game. Developed out of EA Canada, *MVP Baseball 2003* sports an all-new engine, pitcher/batter interface, and visual style than its predecessors, plus a couple of welcome surprises.

The first of these is picture-in-picture base running, which will let players at bat or on the mound see exactly what their runners (or the opposing team's runner) are up to at all times, providing the sort of perception real players have on the field.

EA has also redesigned the game's throw meter; holding down the throw button longer results in a faster, riskier toss, while quickly releasing it produces a slower, more accurate throw. Another interesting addition is the MLB Player Council, a line-up of

real players that will offer their expert advice while playing. Add in a new AI system and EA might just have what it needs to bring diehard fans back to its ballpark. **RANDY NELSON**



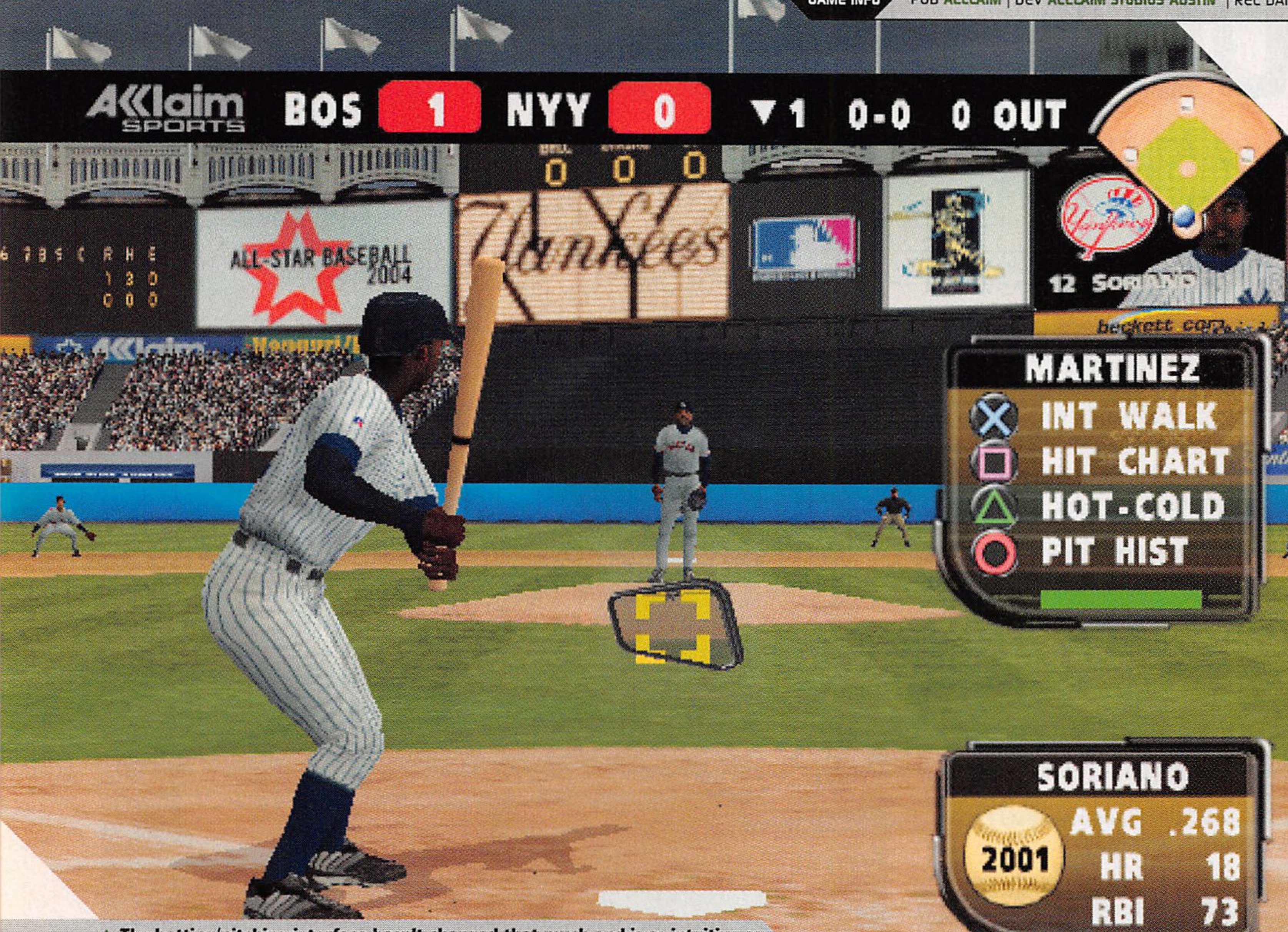
▲ Subtle, but important touches, such as players sometimes scooping up the ball backhanded, are also being included.



THE BUZZ
It's all new and looking pretty solid. Let's hope they get the fundamentals right.

GAME INFO

PUB ACCLAIM | DEV ACCLAIM STUDIOS AUSTIN | REL DATE SPRING | MAX PLAYERS TWO | ESRB RATING EVERYONE



▲ The batting/pitching interface hasn't changed that much and is as intuitive as can be. Even beginners will have no problems coming to grips with the game.

Online And More!

The ASB series has always been tops in gameplay, but this year's version builds upon that and throws in new modes and online support.



▲ It's the bottom option on this menu screen that has us the most excited. Being able to play against other people online is a definite plus for the series.

ALL-STAR BASEBALL 2004

Proven baseball engine + online supplements = good

Arguably one of the best sports games of the last couple of years, *All-Star Baseball* has continued to improve since its inception in 1997. A perennial award-winner and critical favorite, the option-packed slugger has garnered more than a passing glance from discerning hardball fans and professional critics alike; and the 2004 incarnation appears to be no different.

As the first PS2 baseball game to offer full online support for multiplayer action and downloadable content, *All-Star Baseball 2004* already possesses a huge advantage over the competition. It also earns points for its

"create-a-team" franchise mode and 80 legendary player licenses, like those of Babe Ruth and Josh Gibson. Even old-time stadiums like the Polo Grounds and Forbes field have been added for closer ties to the sport's historic lineage, and the specific uniforms for each player are set to be just as they were in the heyday.

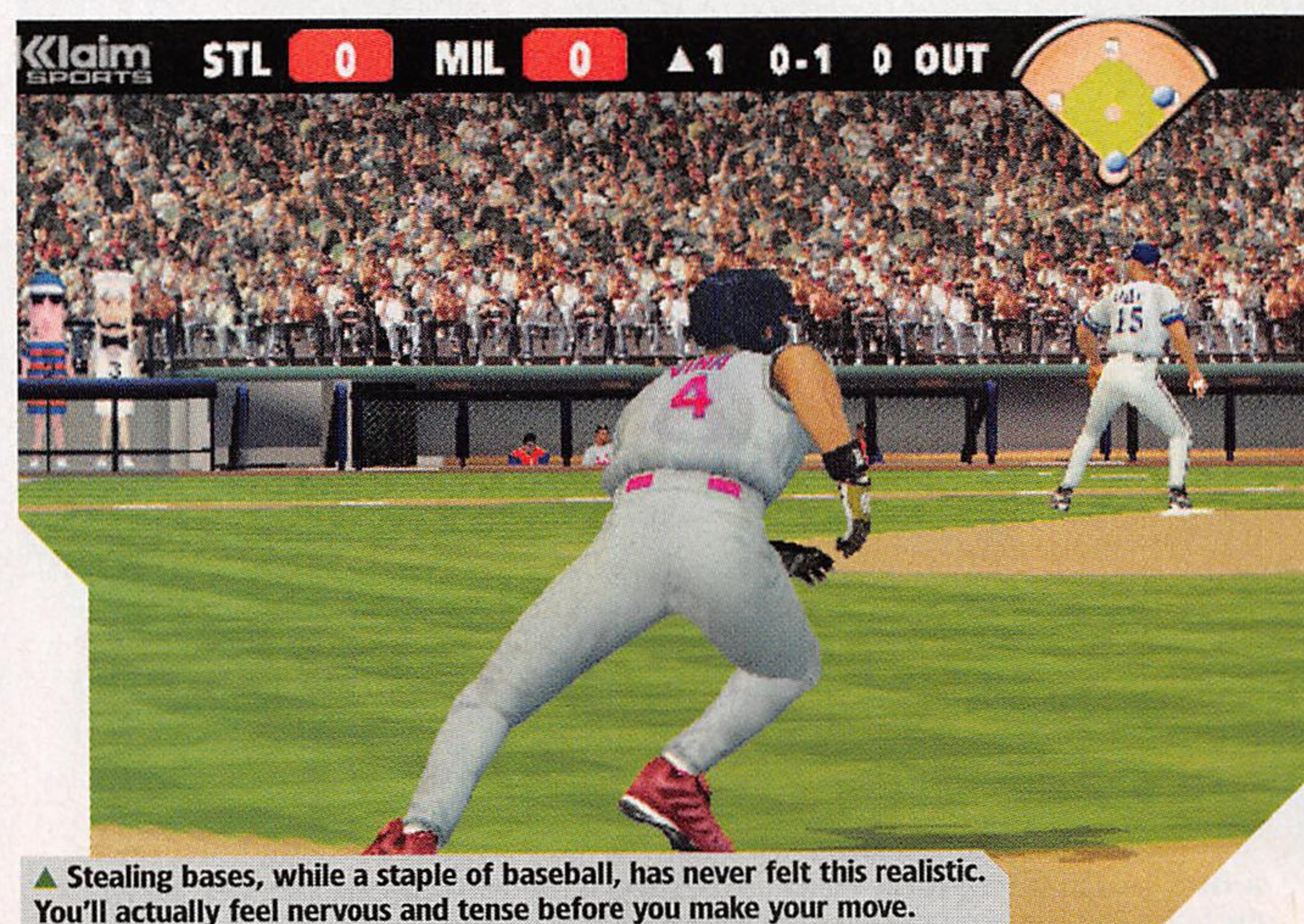
One of the coolest new aspects of *ASB 2004*, however, is the inclusion of situational scenario mini-games. Reliving classic moments from the



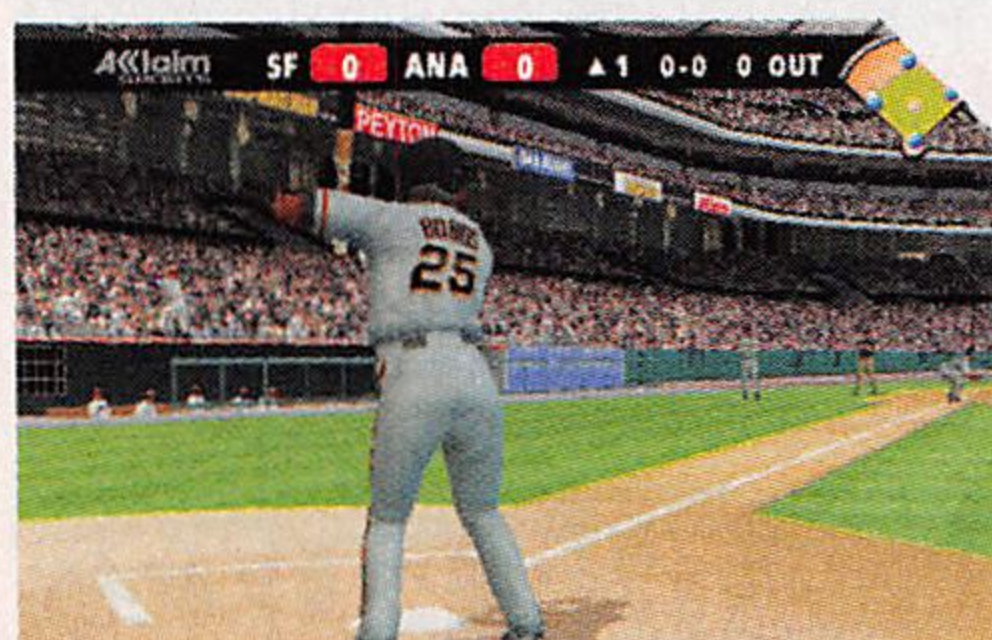
2002 baseball season, the scenarios will mirror popular moments in videogame form while challenging the player to better or equal the real-life results. Identical to a similar feature that Tengen used to include in its old *RBI Baseball* series, we suspect that this bonus option alone will take up many lonely game-playing nights.

The only real question now is how well Acclaim Studios can bring all these factors together for a complete package. And though things are looking good so far, you'd do well to check back in just a few issues to find out for sure.

JEREMY DUNHAM/STEPHEN FROST



▲ Stealing bases, while a staple of baseball, has never felt this realistic. You'll actually feel nervous and tense before you make your move.



▲ While it may be hard to see here, even more detail was included in the stadiums.



▲ The player models and facial detail has come a long way since last year's game.

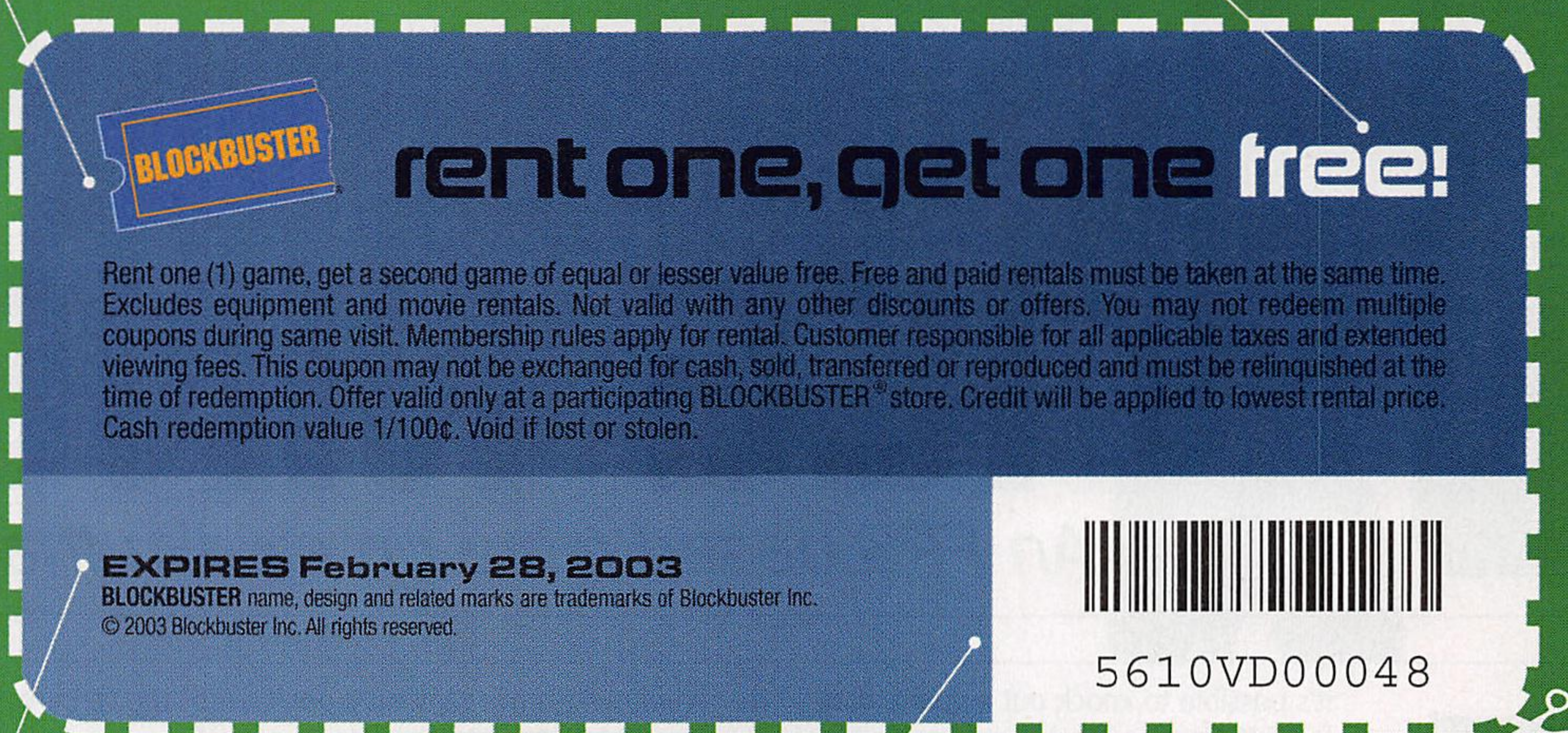
HOW TO BE A BETTER G·A·M·E·R

GAME YOUR WAY AT BLOCKBUSTER®

Rent and buy games and systems. BLOCKBUSTER is all about gamers now. Big new game section. Tons of copies, guaranteed to be there. And you can buy previously-played games for next to nothin'. Need we say more?

USE COMMON SENSE

Anything claiming to be free has to be a sure thing. Unlike your last date, this one is for real.



rent one, get one free!

Rent one (1) game, get a second game of equal or lesser value free. Free and paid rentals must be taken at the same time. Excludes equipment and movie rentals. Not valid with any other discounts or offers. You may not redeem multiple coupons during same visit. Membership rules apply for rental. Customer responsible for all applicable taxes and extended viewing fees. This coupon may not be exchanged for cash, sold, transferred or reproduced and must be relinquished at the time of redemption. Offer valid only at a participating BLOCKBUSTER® store. Credit will be applied to lowest rental price. Cash redemption value 1/100¢. Void if lost or stolen.

EXPIRES February 28, 2003
BLOCKBUSTER name, design and related marks are trademarks of Blockbuster Inc.
© 2003 Blockbuster Inc. All rights reserved.

5610VD00048

EVERYTHING EXPIRES

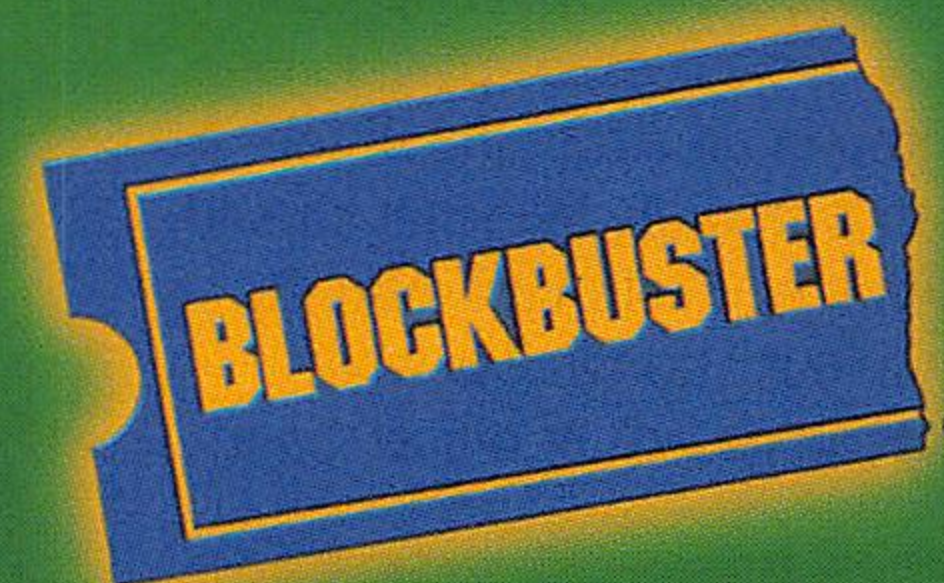
Open your fridge and take a big fat whiff of your milk. Nothing lasts forever. So get your butt movin'.

KNOW YOUR CODES

Open all levels with this cheat? Maybe. If not, try dialin' it. You might just get yourself a date.

TRIM HERE

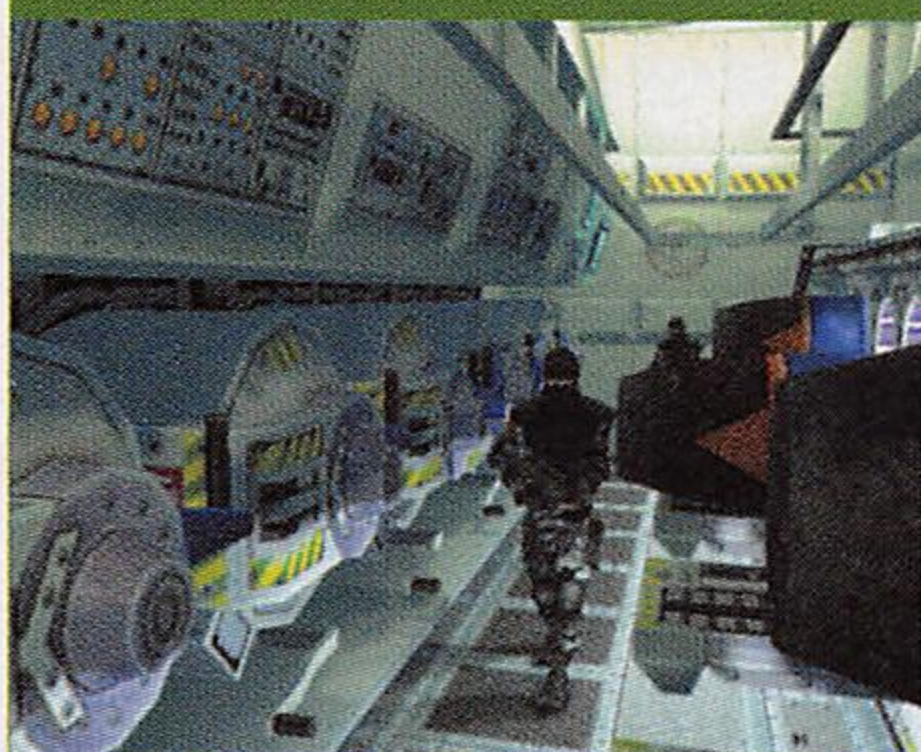
Rip it, tear it, or pull it out. Whatever you do, DON'T run with scissors.



RENT. BUY. GAME YOUR WAY.™

Tactical Is More Practical

Fewer deathmatchers are hitting PS2, while lost of first- and third-person stealth or tactical ops games are getting more popular: *MGS*, *Deus Ex*, *007*, *Splinter Cell* and *Ghost Recon* fit the bill.



▲▼ Here we see potential for close-quarters battle, which requires smart use of weapons and surroundings. It almost looks like *Metal Gear Solid 2*...



GAME INFO PUB **BAM!** | DEV **TORUS** | REL DATE **JUNE** | TYPE **FPS** | MAX PLAYERS **ONE** | ESRB RATING **TEEN**

▲ Your enemies sport advanced AI, making your choices of when, where and how to engage the enemy more critical.

ICE NINE

An FPS based more on stealth than action

From Bam! Entertainment comes another first-person shooter for the PlayStation 2, although this one is more along the lines of *Metal*

Gear Solid than *TimeSplitters*. The title of the game comes from a deadly new computer virus, capable of paralyzing an entire city. Naturally, it's up to CIA agent James Clayton to stop the virus from turning the New Yorks of the world into smoldering traffic jams.

Ice Nine focuses more on stealth gameplay than the traditional "spray and pray" approach. Covert operations are the key to success, so players who want to drop in on a roomful of terrorists with a grenade launcher should look elsewhere. Clayton will have to infiltrate various strongholds while impersonating guards or officers, and

it's possible to knock out a guard, drag him off, then suddenly reappear in his clothes, all smiles. But, not surprisingly, the game features a substantial amount of action as well. Bam! has confirmed an arsenal ranging from assault rifles to remotely-detonated anti-personnel mines, and the bevy of weapons will come in handy when the going gets rough. The developers have promised cunning AI enemies: foes work co-operatively, dive for cover when their guns run out of ammo, and radio for help if the player starts picking them off.

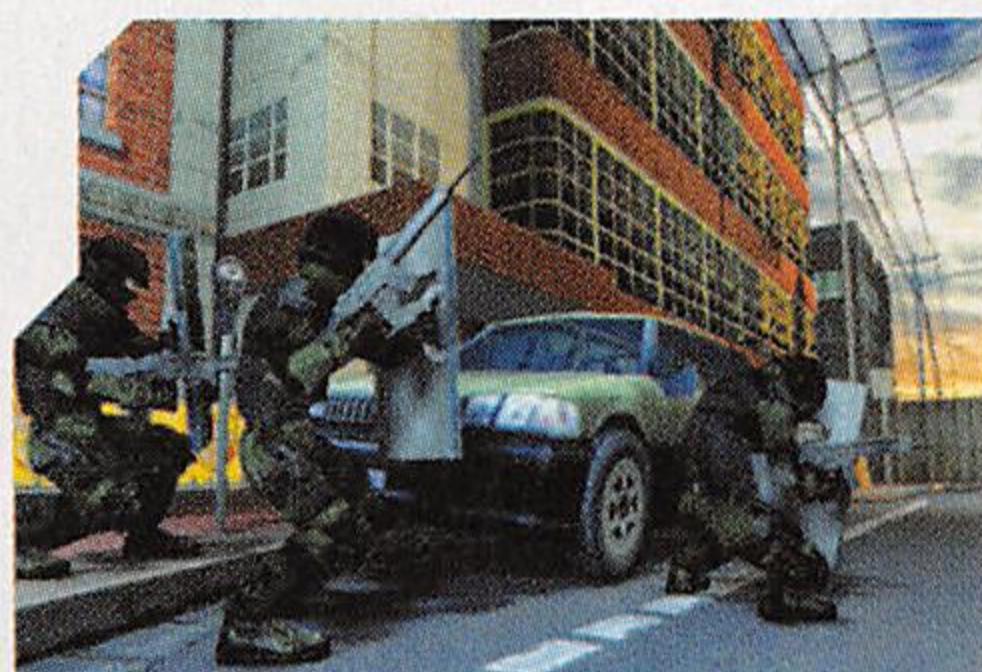
Though *Ice Nine* has the usual one-

man-versus-an-army gameplay, don't expect a simple "good vs. evil" storyline. The story features a branching plot, one that will have players questioning whether to follow orders or join forces with terrorists, and rumors have it that an early draft

of the script was based on the new Colin Farrell/Al Pacino movie *The Recruit*. Where do we sign up?

DOUG TRUEMAN

▼ There are times when it may be safer to sneak around the enemy than take them on. This is one of those times...



▲ The enemy is cleverly taking cover and using squad-based tactics. Whatever will you do? Spray and pray, or run and gun?

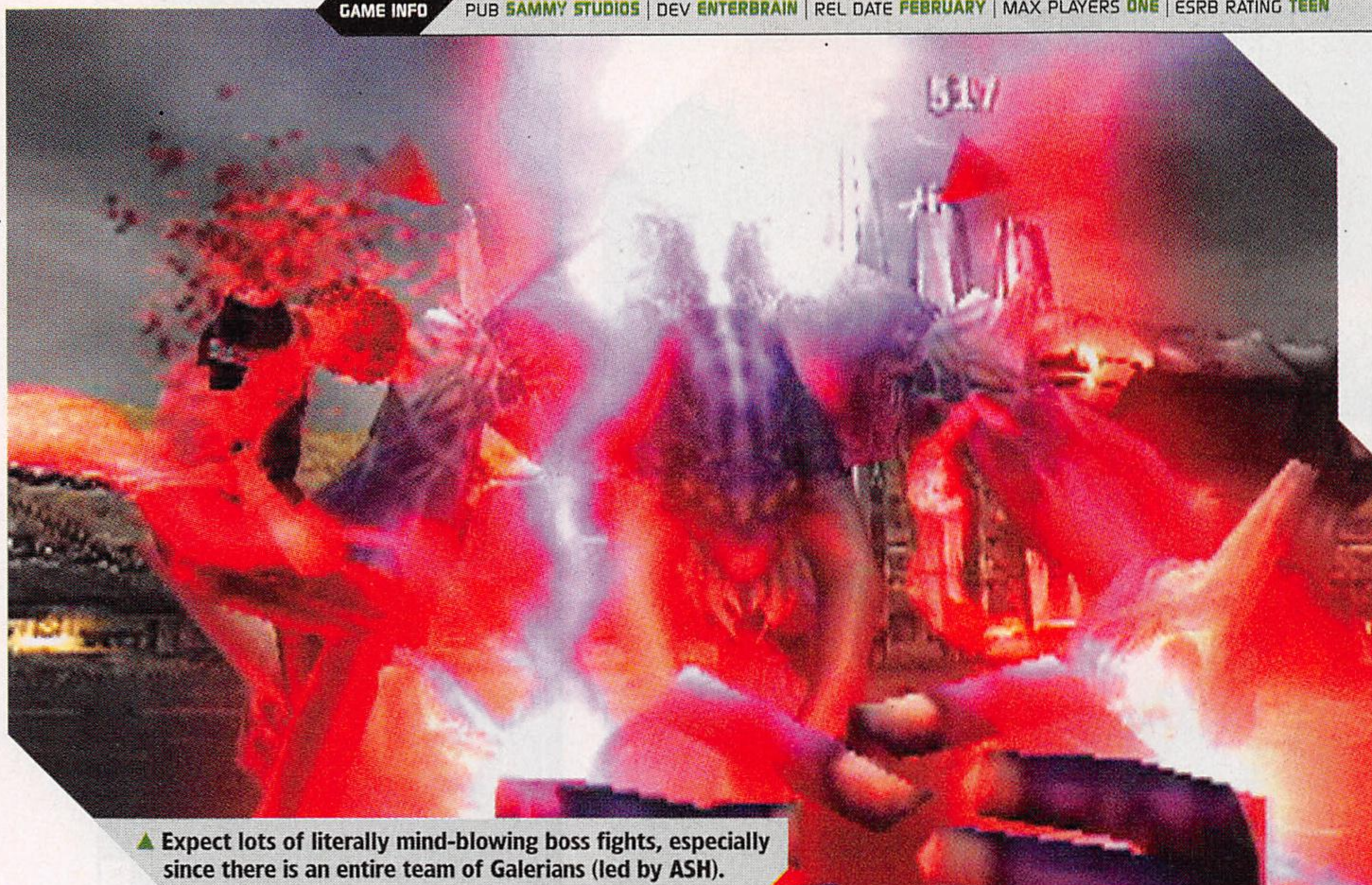


THE BUZZ

This title could be just the ticket for gamers who prefer more stealth in their FPS games.

GAME INFO

PUB SAMMY STUDIOS | DEV ENTERBRAIN | REL DATE FEBRUARY | MAX PLAYERS ONE | ESRB RATING TEEN



▲ Expect lots of literally mind-blowing boss fights, especially since there is an entire team of Galerians (led by ASH).

GALERIANS: ASH

A more "cerebral" type of survival-horror

In the twilight of PSone, *Galerians* tried to gain a foothold in the survival-horror genre. It stars a drug-addicted 14-year-old named Rion who, while hunted by ghastly cyborgs, tries to stop a Mother Computer hell-bent on destroying mankind. With more purist sci-fi themes than *Resident Evil*—namely organic versus artificial intelligence—the story time-warped to a dismal 1940's industrial world populated by horrifyingly depraved characters. Instead of traditional weapons, our pill-popping teenage hero uses psycho-kinetic attacks fueled by neural-enhancing pharmaceuticals, careful not to get too addicted so his body goes limp as his brain fries and projects out a force that explodes the heads of anyone in the



▲ In total, *Galerians* was short on enemy encounters. The sequel will remedy this with more battles with strange, futuristic aliens.

immediate area. This was not a bedtime story.

The PS2 sequel starts with the final chapter of the original, as Rion discovers he himself is a Galerian before destroying Mother Computer Dorothy, just after it executes a plan to unleash the evil Last Galerians, led by ASH. Flash forward six years, and Galerian's Lilia

"reactivates" Rion to combat ASH in a futuristic alien world (and a few stages from Michaelangelo City). *Galerians* was M-rated, but the TEEN-rated sequel promises new psychic attacks and neural-enhancers, and more action and puzzle-solving.

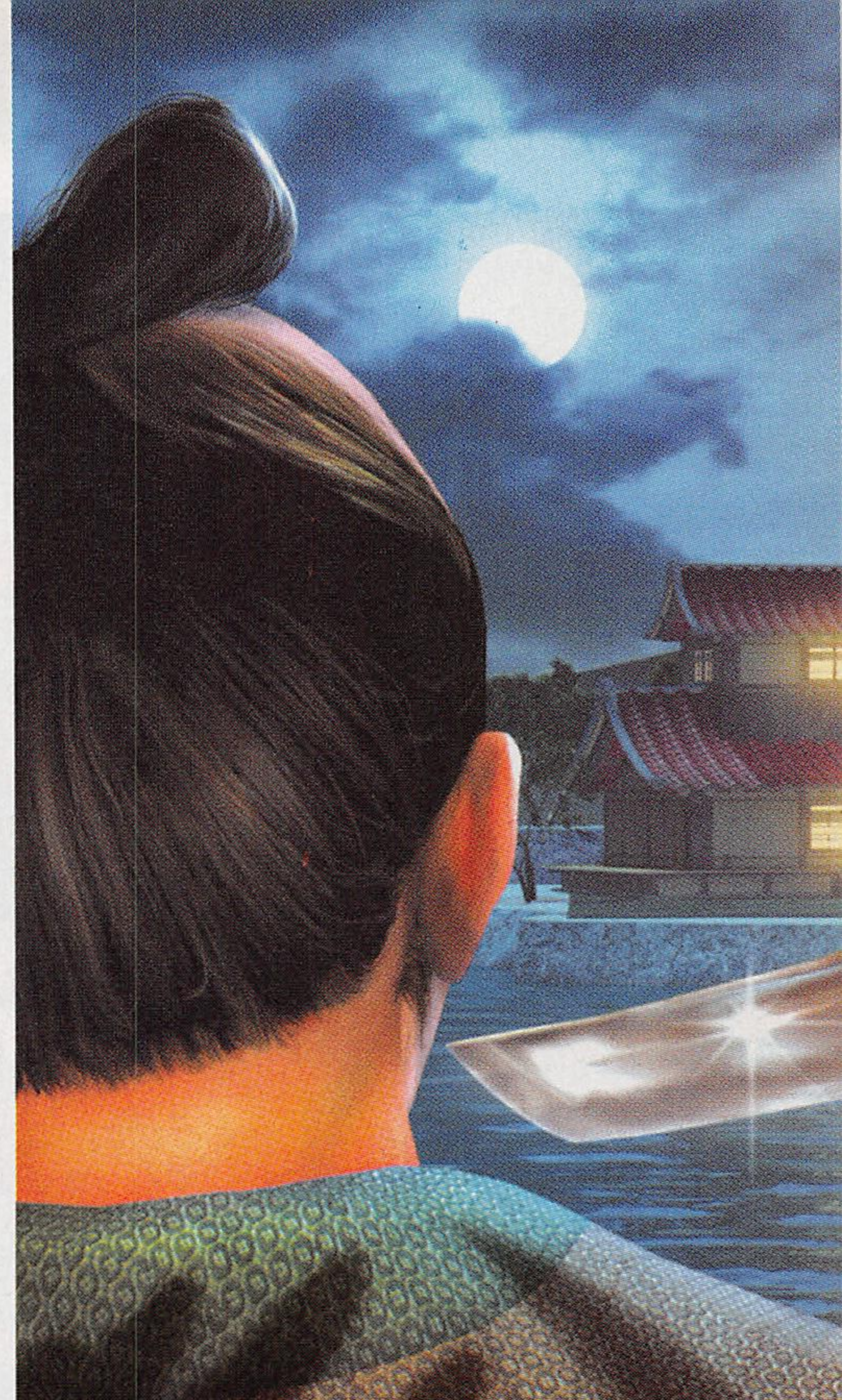
THOMAS LAYTON



◀ New psycho-kinetic attacks, fueled by new neural-enhancers, help Rion dispose of various enemy types.

THE BUZZ

PS2's sequel promises enhanced visuals and more action than the slower-paced original.



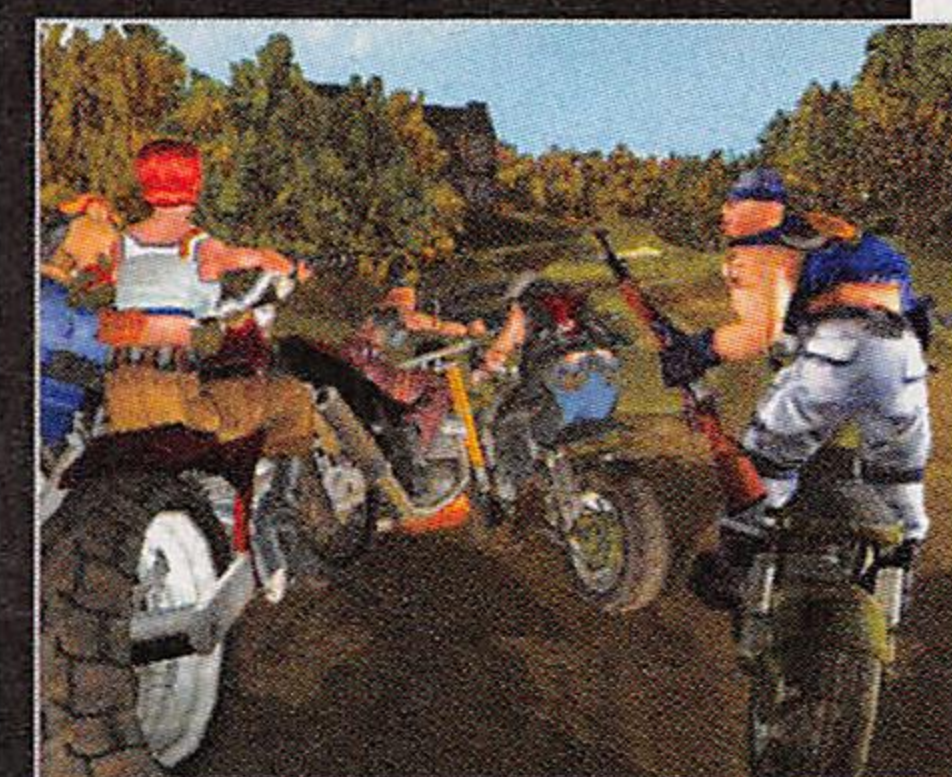
THE WRATH
OF HEAVEN...



PlayStation 2

Fists And Arms

In addition to throwing *Road Rash*-inspired punches and kicks, you'll have access to brutt melee and projectile weapons. Open fire!



▲▼ The method of targeting your rifle (or rocket launcher) is still a bit of a mystery, though...

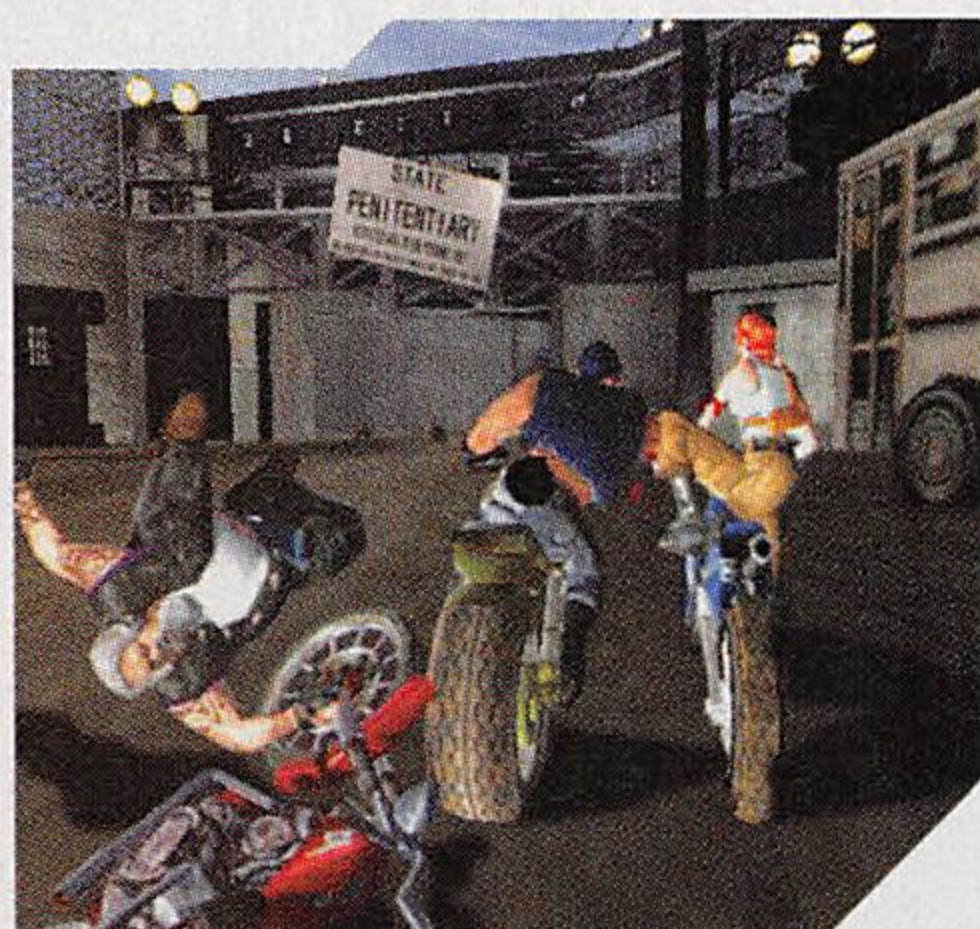


▲ This screen seems to show a hint of influence by EA Sports BIG's *Freekstyle*.

JACKED

3DO injects motocross-style racing with combat

1 994 saw the release of *Road Rash* for the 3DO, and though the system died almost instantly, Electronic Arts' lay-rubber-on-your-opponent's-face title was an instant hit. 3DO is releasing a new racer in the spring called *Jacked*, which seems to draw largely from the *Road Rash* school of thought. 3DO is remaining tight-lipped about its upcoming racer/fighter, but the company issued



▲ Be careful who you mess with. As in *SSX*, the rivalries you bring about may come back to haunt you through a grudge system.

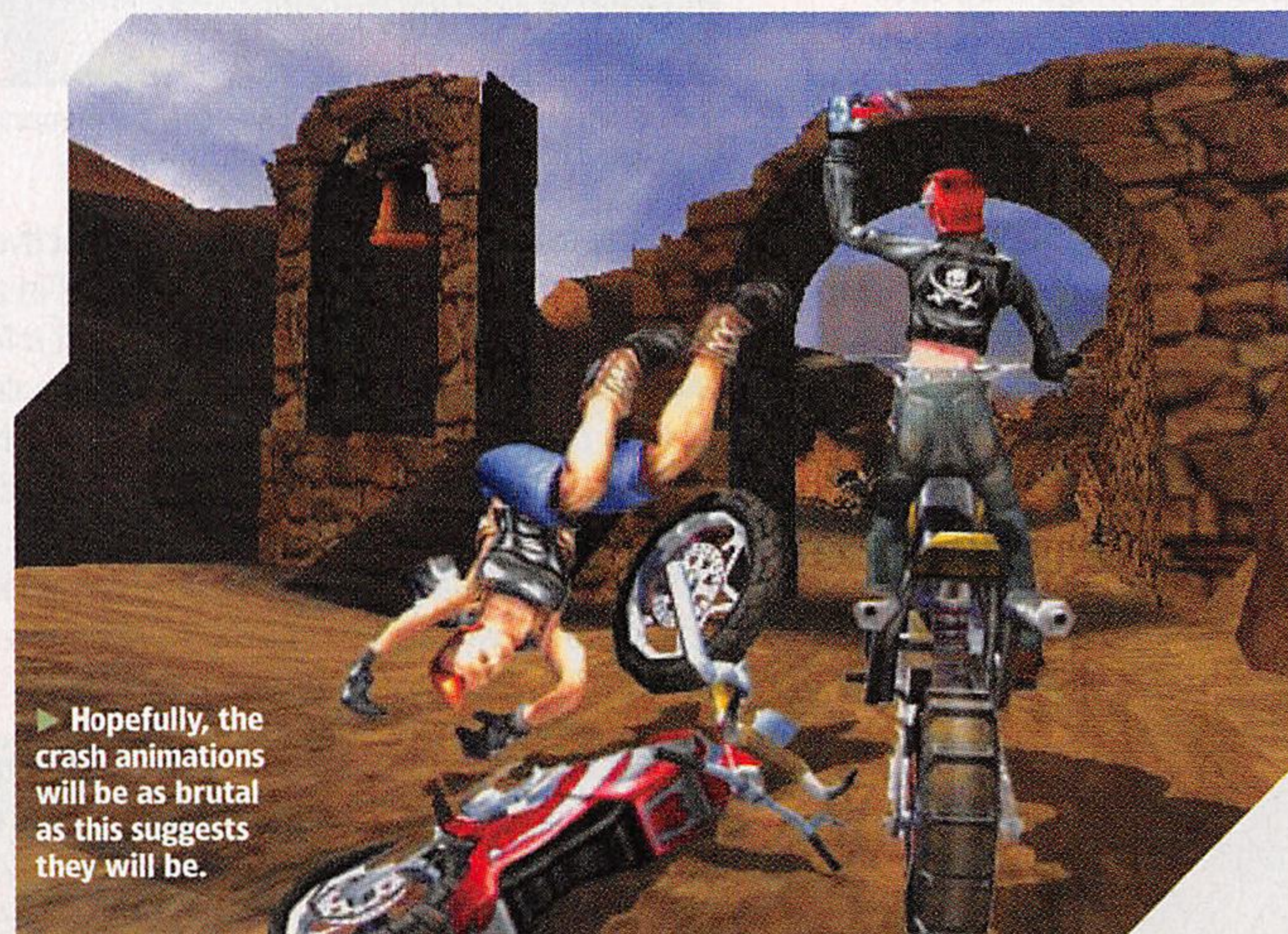
a press release saying, "With its bone-shattering melee combat and breakneck motorcycle racing, *Jacked* will be the roughest, toughest game on the market next summer." Players will be able to beat their opponents senseless with punches and kicks, as well as weapons like chains, golf clubs and rocket launchers. The idea is to cross the finish line first, all the while hammering on your opponents and trying to send them into hazards like fire pits and car crushers.

But instead of being a mere button/friend masher, *Jacked* will apparently carry a complex development system over the course of the game, letting characters gain points in offense, defense, and speed. As 3DO says, "We have also added great details like character evolution. As the

player wins more races, the character looks and gets tougher, with bigger muscles, tattoos and more." In addition, it appears as though the developers are going to include a grudge system, similar to the one found in EA's *SSX* titles.

Though the game is still in its early stages, screenshots show spike-wearing warriors jumping tire pits, busting tricks like nac-nacs, and using fellow racers as speed bumps. We'll have more information on this title as it becomes available. **DOUG TRUEMAN**

THE BUZZ
A great old game gets a spiritual remake and 3DO may have another hit on its hands.



► Hopefully, the crash animations will be as brutal as this suggests they will be.

GAME INFO

PUB EA SPORTS | DEV EA CANADA | REL DATE FEBRUARY | TYPE SPORTS | MAX PLAYERS FOUR | ESRB RATING E



▲ Magic Johnson shows the boys how true basketball is played. He definitely has a few tricks up his sleeves.

NBA STREET VOL. 2

Jam-packed to the rim with plenty of b-ball goodness

We may have had a first look at the *NBA Street* sequel in our Holiday issue, but this month's preview of the hip-hopping hoops game is definitely hands-on. EA dropped by with an early version of the title and gave us the full scoop on why this game is the be-all of b-ball. At first glance, the main thing that caught our eye was the drastic change in the overall look of the game. There's a definite different art-style going on but everything looks sharper and more detailed when compared to the first game. We really like it.

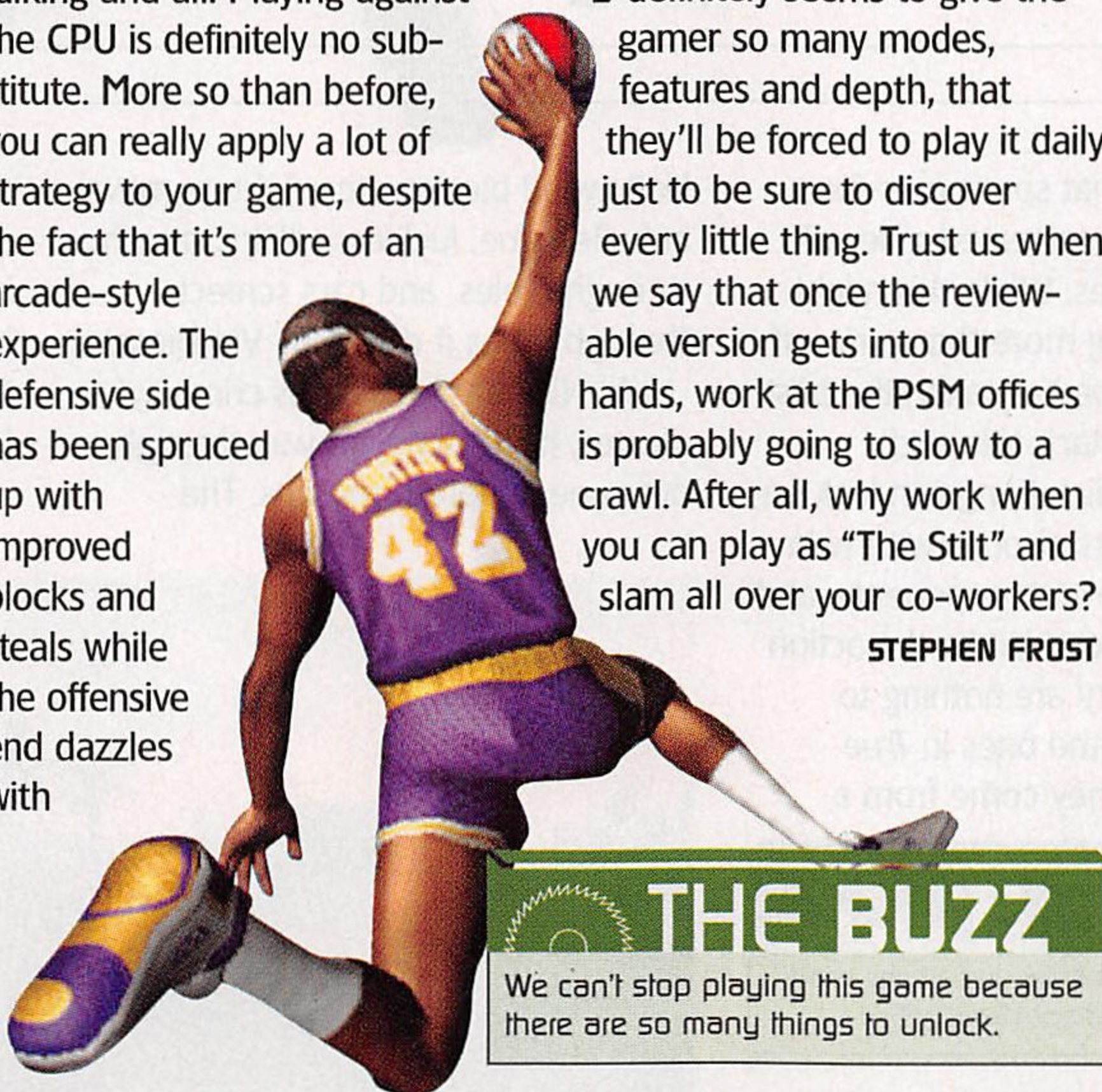
Another great addition is the four-player support. The game is

infinitely more fun with three of your friends around, trash-talking and all. Playing against the CPU is definitely no substitute. More so than before, you can really apply a lot of strategy to your game, despite the fact that it's more of an arcade-style experience. The defensive side has been spruced up with improved blocks and steals while the offensive end dazzles with

cooler passes, dunks and tricks.

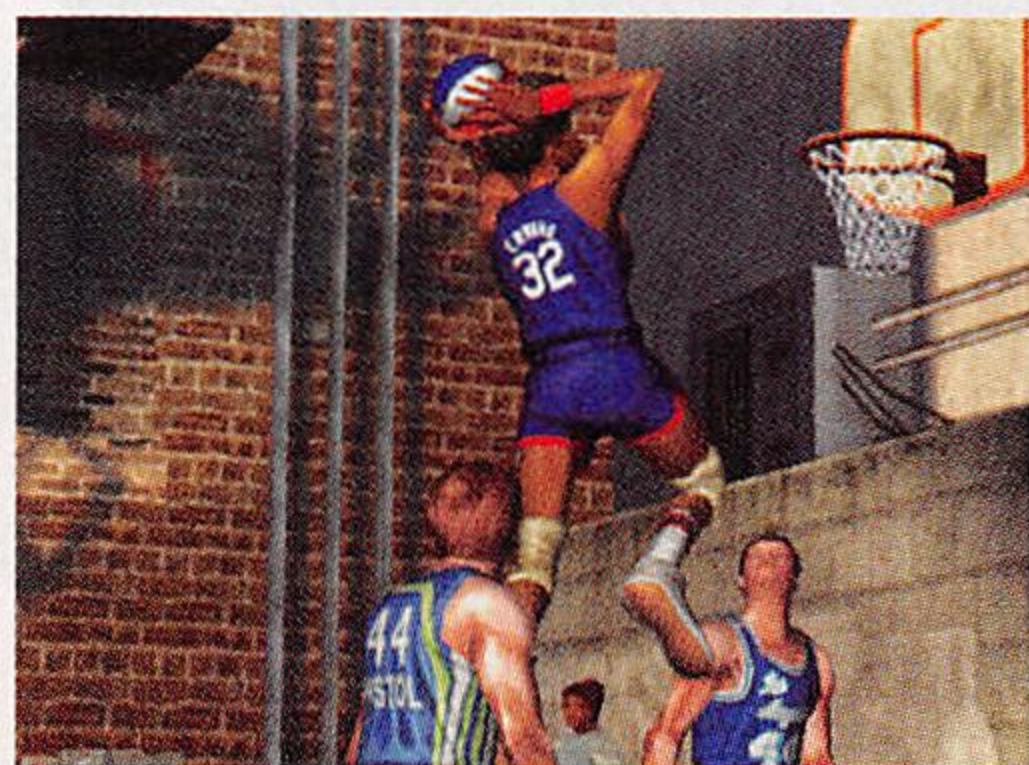
With all this going for it, Vol. 2 definitely seems to give the gamer so many modes, features and depth, that they'll be forced to play it daily just to be sure to discover every little thing. Trust us when we say that once the reviewable version gets into our hands, work at the PSM offices is probably going to slow to a crawl. After all, why work when you can play as "The Stilt" and slam all over your co-workers?

STEPHEN FROST

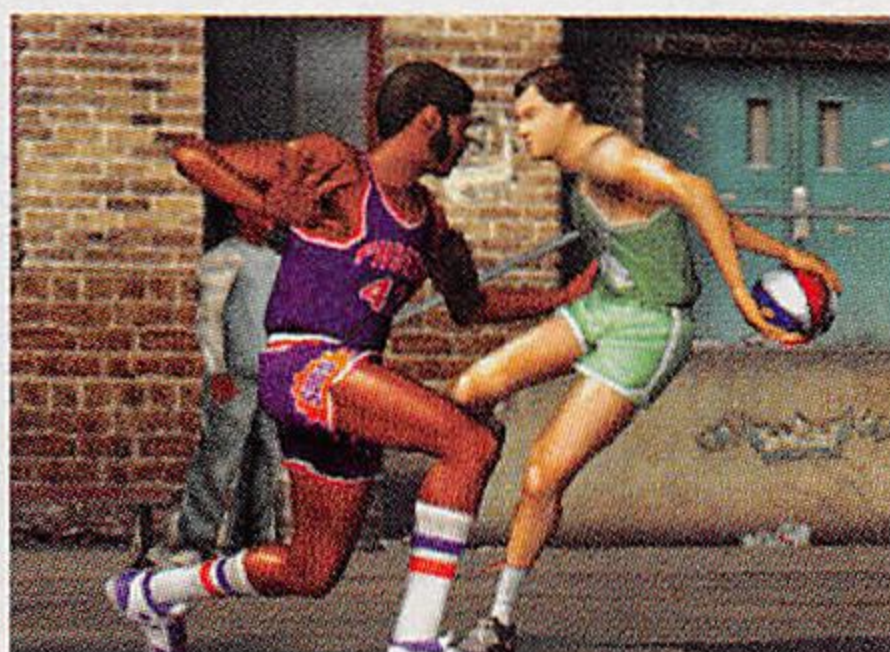


THE BUZZ

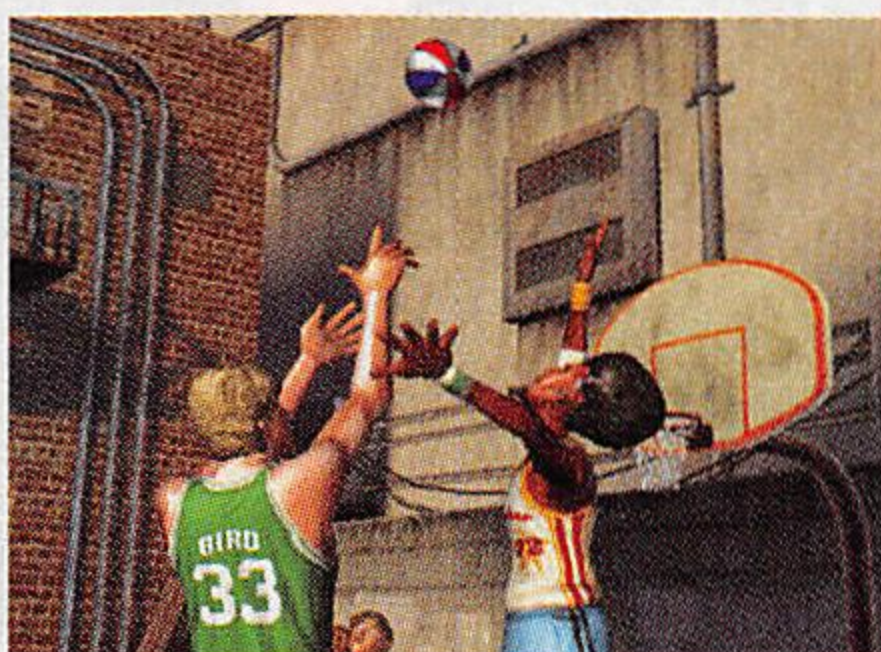
We can't stop playing this game because there are so many things to unlock.



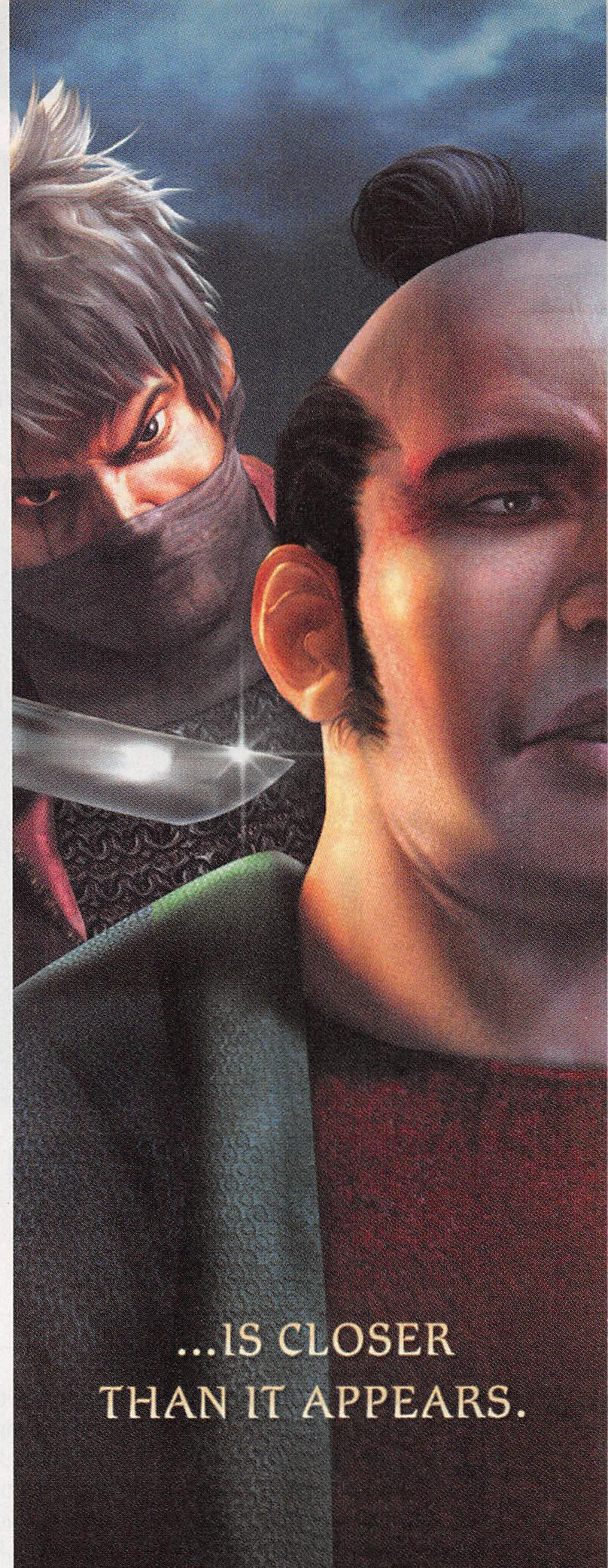
▲ Dr. J proves that he's on a whole different level. The air is so much sweeter up there.



▲ Stealing and other animations have been greatly improved for this sequel.



▲ Nobody beats the Bird when it comes to sinking those long range bombs.



...IS CLOSER
THAN IT APPEARS.

TENCHU
WRATH OF HEAVEN™

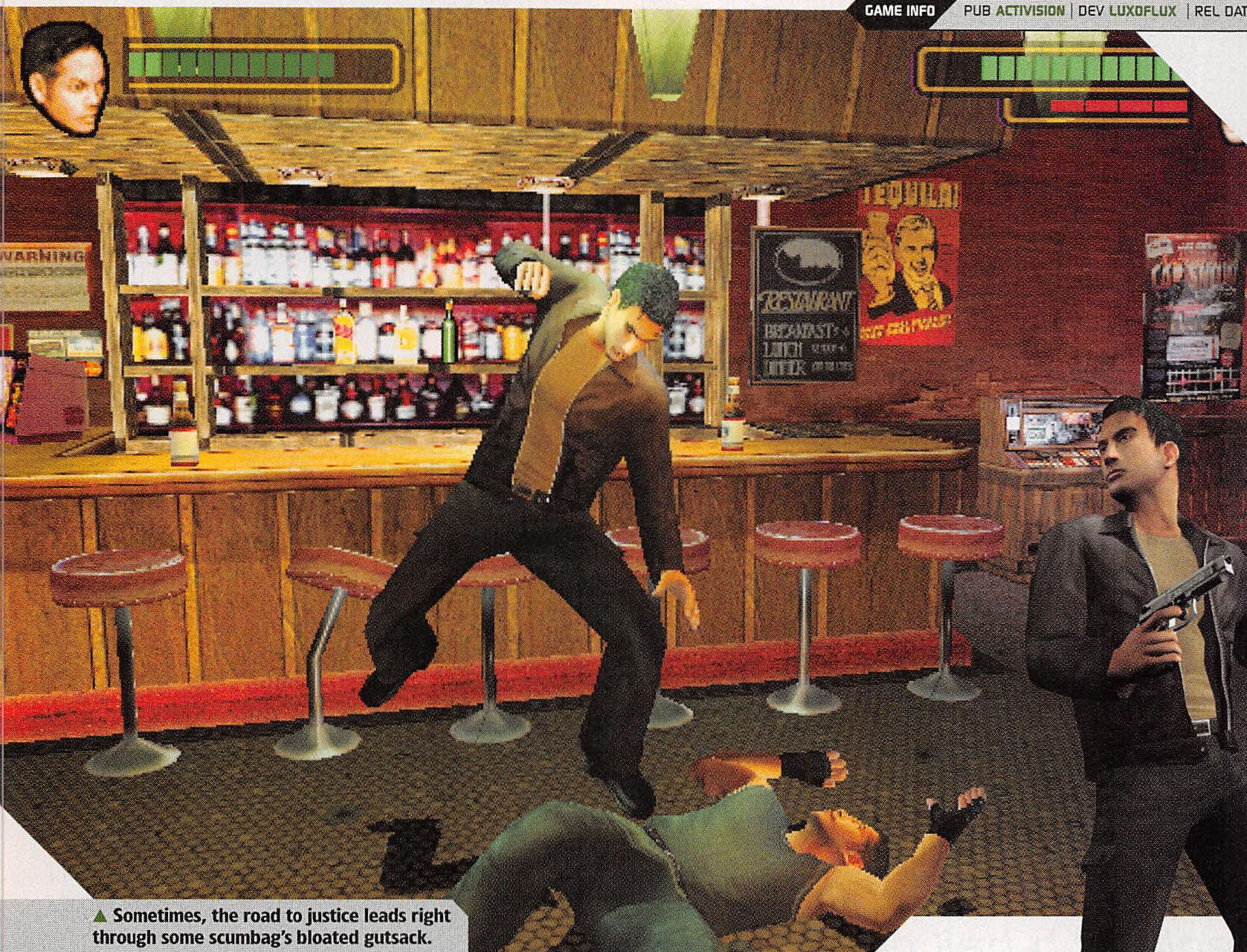
Live by honor. Kill by stealth.

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

ACTIVISION
activision.com

© 2002-2003 Activision, Inc. and its affiliates. Activision and Tenchu are registered trademarks and Wrath of Heaven is a trademark of Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. All rights reserved. Licensed for play on the PlayStation 2 computer entertainment system with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are properties of their respective owners.



▲ Sometimes, the road to justice leads right through some scumbag's bloated gutsack.

TRUE CRIME: STREETS OF L.A.

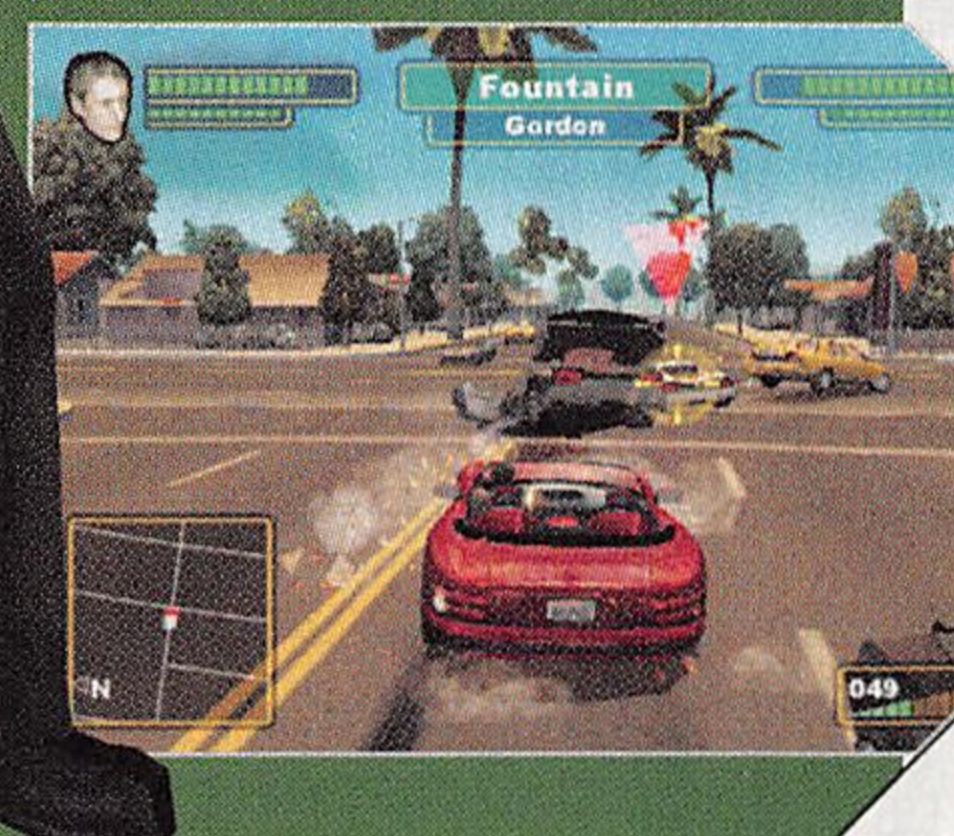
*Another chance
to make crime
pay... big time!*

All The Right Moves

Nick actually has three distinct move sets: a guns-drawn shooting set, a sneaking and neck-snapping stealth set, and a martial arts set.



▲ Nick has tons of moves, although he always has his guns handy, whether on foot or chasing down perps from behind the wheel.



To fans of *Grand Theft Auto 3* who've been from one side of Liberty City to the other, or to players who have all but declared

martial law on everyone in *Vice City*: listen up and listen good—there's a new game in town, and it's bad to the bone. Activision's Luxoflux development studio will soon release its new title *True Crime: Streets of L.A.*, and it's less-than-legal, anti-hero cop, Nick Kang, is going to give Tommy Vercetti a run for his money.

True Crime is a variation on the *Grand Theft Auto* style of gameplay. It mixes three different genres—gunplay, fighting, and racing—into one

enormous title that spans over four hundred digitally recreated miles of urban Los Angeles. While this might seem like nothing more than a rip off of *GTA*, *True Crime* has taken the best aspects of Rockstar's title and tweaked them. Nick Kang can lock on to multiple targets at once with twin Baretts, grapple with opponents, and throw tornado kicks. While the action scenes in *Vice City* are nothing to complain about, the ones in *True Crime* look like they come from a

Hollywood blockbuster: fighters move in bullet time, luckless villains smash through tables, and cars screech through LA as if driven by Vin Diesel.

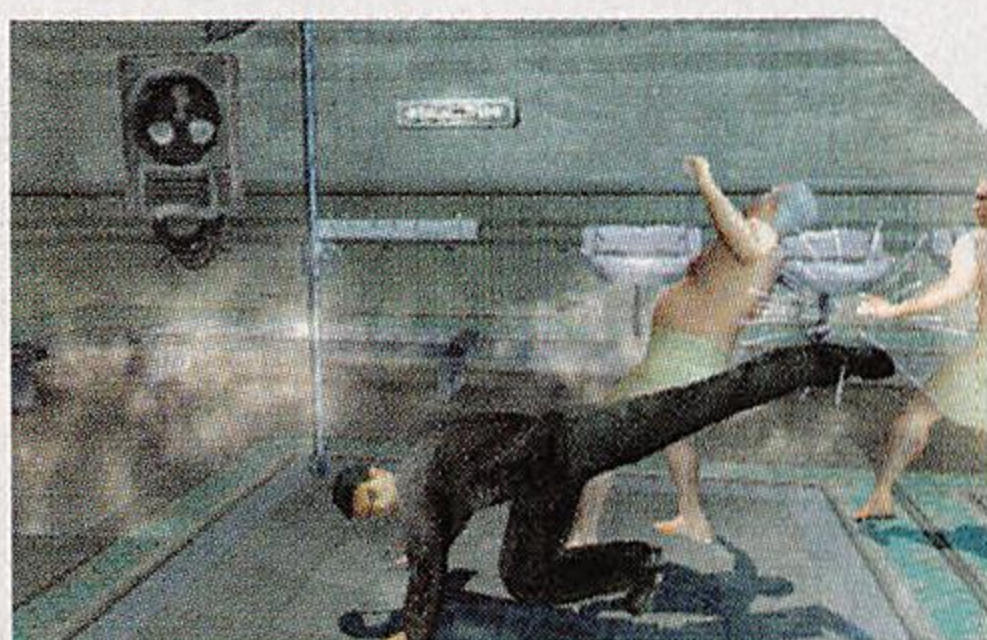
As Nick battles various crime syndicates, he'll weave his way through over one hundred missions. The

storyline changes according to Nick's actions—fail on a hit and run and your intended victims might come for you later. Can *True Crime* out-vice *Vice City*? We'll let you know when Luxoflux's game arrives in early 2003.

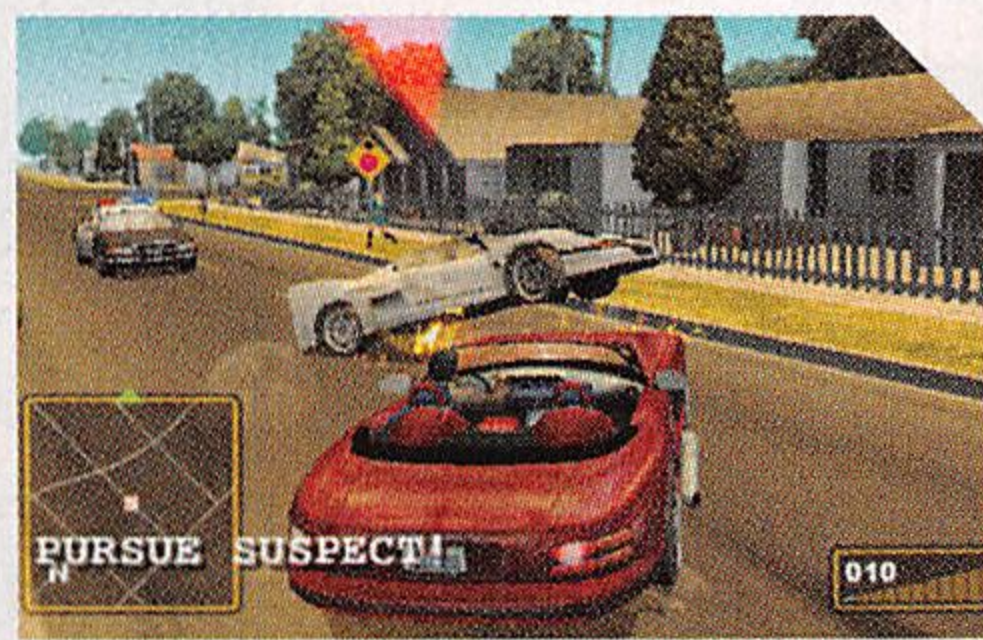
DOUG TRUEMAN

THE BUZZ

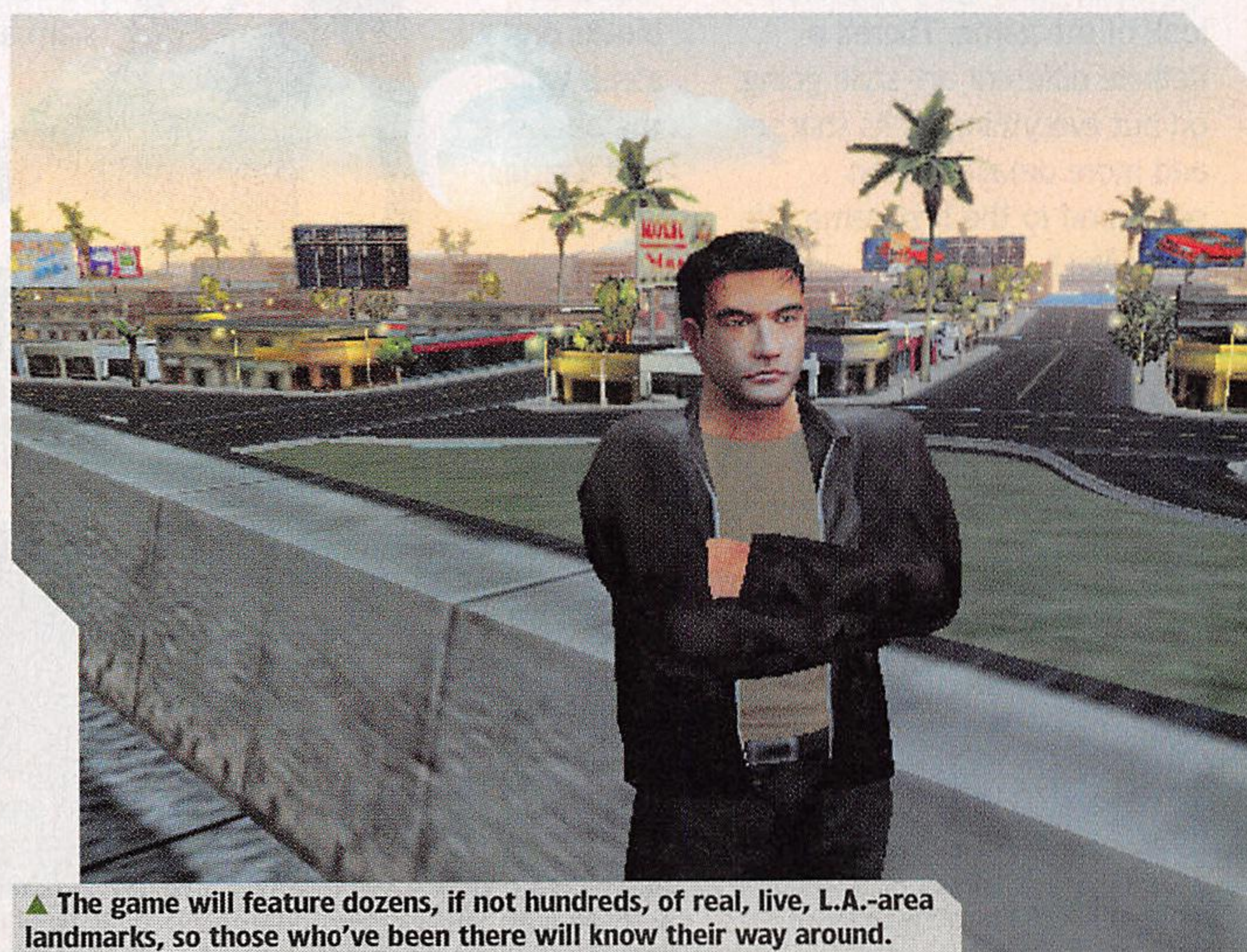
With more stylish cinemas and a huge game map, can this title whack *Vice City*?



▲ If you can't beat 'em up, try breakdancing with 'em. Anything to keep those big boys' towels on, right?



▲ A huge chunk of the game is actually spent not on foot, but tearing around L.A. in your hot rod.



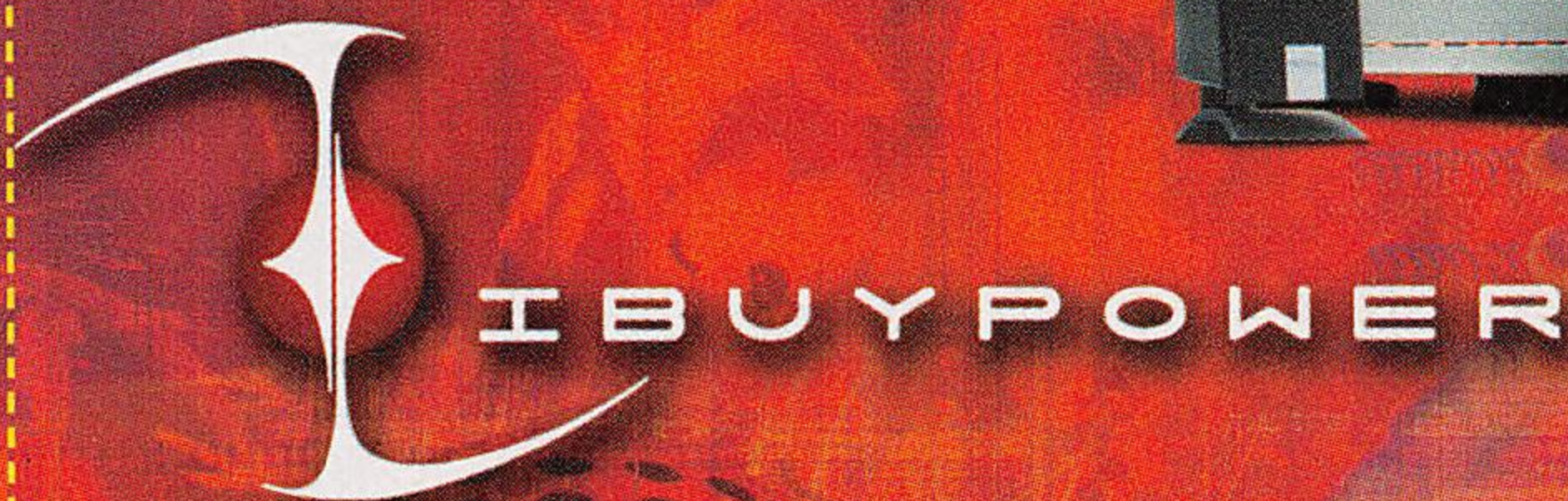
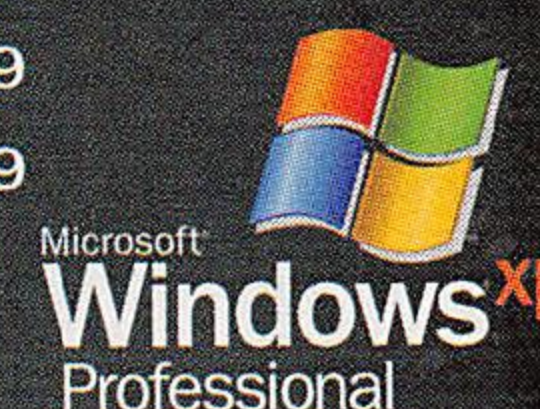
▲ The game will feature dozens, if not hundreds, of real, live, L.A.-area landmarks, so those who've been there will know their way around.

GAMER PRO XP

- ~ AMD Athlon XP Processor 2000+ with QuantiSpeed Architecture outperforms competitive 2.0GHz processors
- ~ <BLACK> Aluminum i-TEC SOHO Server Tower Case w/420 Watt Power + See Through Window + Sound Activated Neon Light
- ~ VIA KT400 Chip DDR400 8x AGP Main Board w/ USB 2.0 Ports
- ~ 512MB DDR400 PC-3200 Memory
- ~ 80GB 7200RPM Ultra ATA-133 Hard Drive
- ~ New!!! <BLACK> 48x16x48 CD-RW Drive & 16x DVD-ROM Drive
- ~ <BLACK> 1.44MB Floppy Drive
- ~ NVIDIA GeForce-4 Ti-4200 128MB DDR 8x AGP Video powered by eVGA
- ~ Sound Blaster Live 5.1 Sound Card
- ~ Creative Labs Inspire 5.1 5200 Surround Sound Speakers
- ~ 56K V.90 Fax/Modem w/Voice
- ~ NEW!!! USB 2.0 Port x2 + USB 1.1 Port x2
- ~ <BLACK> 19" ViewSonic Perfect Flat E90FB .21H mm Monitor
- ~ Microsoft® Optical IntelliMouse Explorer
- ~ <BLACK> Enhanced Multi-Media Keyboard
- ~ Microsoft® Windows® XP Home Edition
- ~ FREE Norton AntiVirus 2003 CD
- ~ Free 1-Year 24/7 **i-Care** Deluxe Technical Support + On-Site Service

\$ 1 329

AMD Athlon XP Processor 2200+	\$ 1359
AMD Athlon XP Processor 2400+	\$ 1419
AMD Athlon XP Processor 2600+	\$ 1509
AMD Athlon XP Processor 2700+	\$ 1589
AMD Athlon XP Processor 2800+	\$ 1649



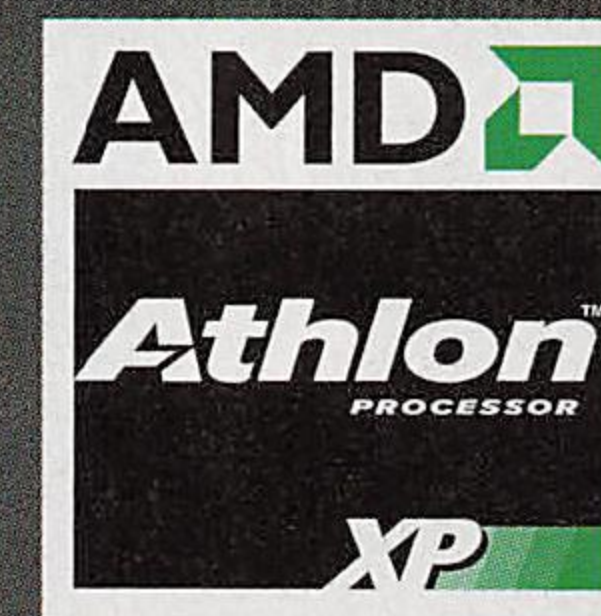
WWW.IBUYPOWER.COM

NIGHT DREAMER XP

- ~ AMD Athlon XP Processor 2400+ with QuantiSpeed Architecture outperforms competitive 2.4GHz processors
- ~ <BLACK> Aluminum 8-Bay Super Light Weight Tower Case w/420 Watt Power + See Through Window + Sound Activated Neon Light
- ~ NVIDIA nFORCE-2 DDR400 8x AGP Main Board with USB 2.0
- ~ 512MB DDR400 PC-3200 Memory
- ~ 80GB 7200RPM Ultra ATA-133 Hard Drive
- ~ <BLACK> 16x DVD-ROM Drive & 48x16x48 CD-RW Drive
- ~ <BLACK> 1.44MB Floppy Drive
- ~ NEW!!! NVIDIA GeForce-4 Ti-4600 128MB DDR 8x AGP Video powered by eVGA
- ~ NVIDIA SoundStorm Audio with Dolby Digital 5.1 Encoding
- ~ NVIDIA 10/100 Ethernet LAN
- ~ Creative Labs Inspire 5.1 5200 Surround Sound Speakers
- ~ <BLACK> 19" ViewSonic Perfect Flat E90FB .21H mm Monitor
- ~ Microsoft Optical IntelliMouse Explorer
- ~ <BLACK> Enhanced Multi-Media Keyboard
- ~ Microsoft Windows XP Professional Edition
- ~ Free Norton AntiVirus 2003 CD
- ~ Free 1-Year 24/7 **i-Care** Deluxe Technical Support + On-Site Service

\$ 1 579

AMD Athlon XP Processor 2000+	\$ 1489
AMD Athlon XP Processor 2200+	\$ 1519
AMD Athlon XP Processor 2600+	\$ 1679
AMD Athlon XP Processor 2700+	\$ 1749
AMD Athlon XP Processor 2800+	\$ 1819



TOLL FREE 888. 462.3899

Price, Specification and terms are subject to change without notice. Picture may differ from actual products. We are not responsible for errors in typography and/or photography. 30-day money back guarantee does not include opened software, parts, or special order merchandise.

Original shipping and handling fee along with return shipping charge are non-refundable. Products returned after 30 days or in a non-refundable condition are subject to a restocking fee. * 3 year limited warranty includes 3 years labor and 1 year parts only.

Sales Hour: Mon-Fri 7:30AM-6:00PM, Sat 10AM-3PM PST
602 Monterey Pass Rd., Monterey Park CA 91754
Tel: (626) 281-8262 Fax: (626) 281-0767

All Prices effective on Jan. 25, 2003



MY STREET

It's time to just hang out in the 'hood!

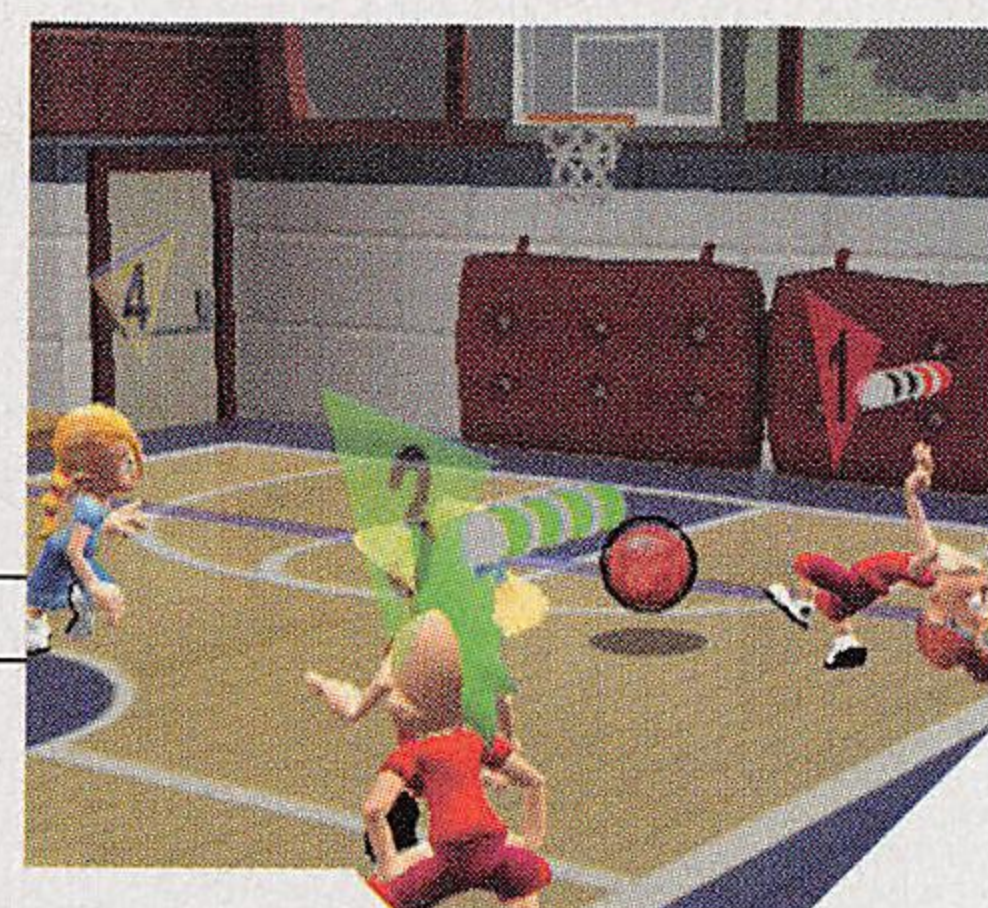


GAME INFO

PUB SONY CEA | DEV IDOL MINDS | TYPE PARTY | MAX PLAYERS FOUR | ESRB RATING EVERYONE



▲ This game's take on marbles actually uses some elements of a pinball table.



▲ Dodge ball fittingly takes place in a gymnasium. Remember the pain?

The characters might not look very hardcore, but the amount of multiplayer fun *My Street* is promising could be classified as such.

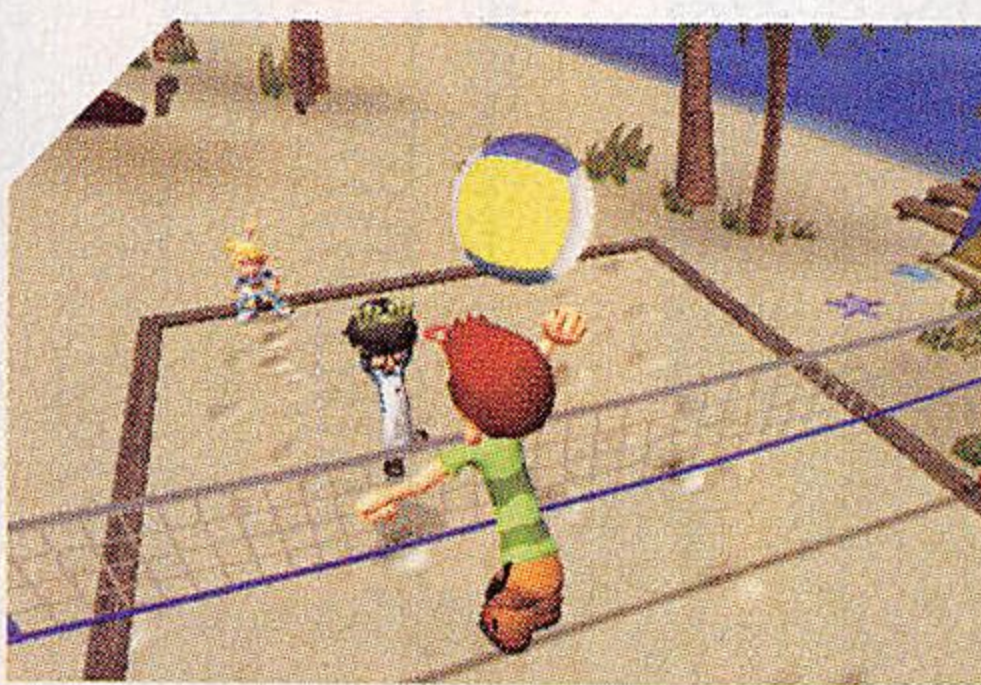
Developed by Idol Minds (*Rally Cross*, *Jet X20*), this title resurrects a variety of childhood games and uses a fully-modeled, cartoon-style neighborhood as its backdrop.

Although it can be played offline, *My Street* is primarily geared as an online game. Once signed on, players can create their own character, drop them into the 3D 'hood, and interact with other human players to set up tournaments. While it will surely be fun with four real players, CPU-controlled opponents will be available. Playing offline, four players can compete on the same screen.

Games will include everything from marbles to volleyball, dodge ball

to RC car racing. There will be seven games in all, with "chemistry set," "lawn mowers," and "Pigs and Chickens" rounding out the bunch.

RANDY NELSON



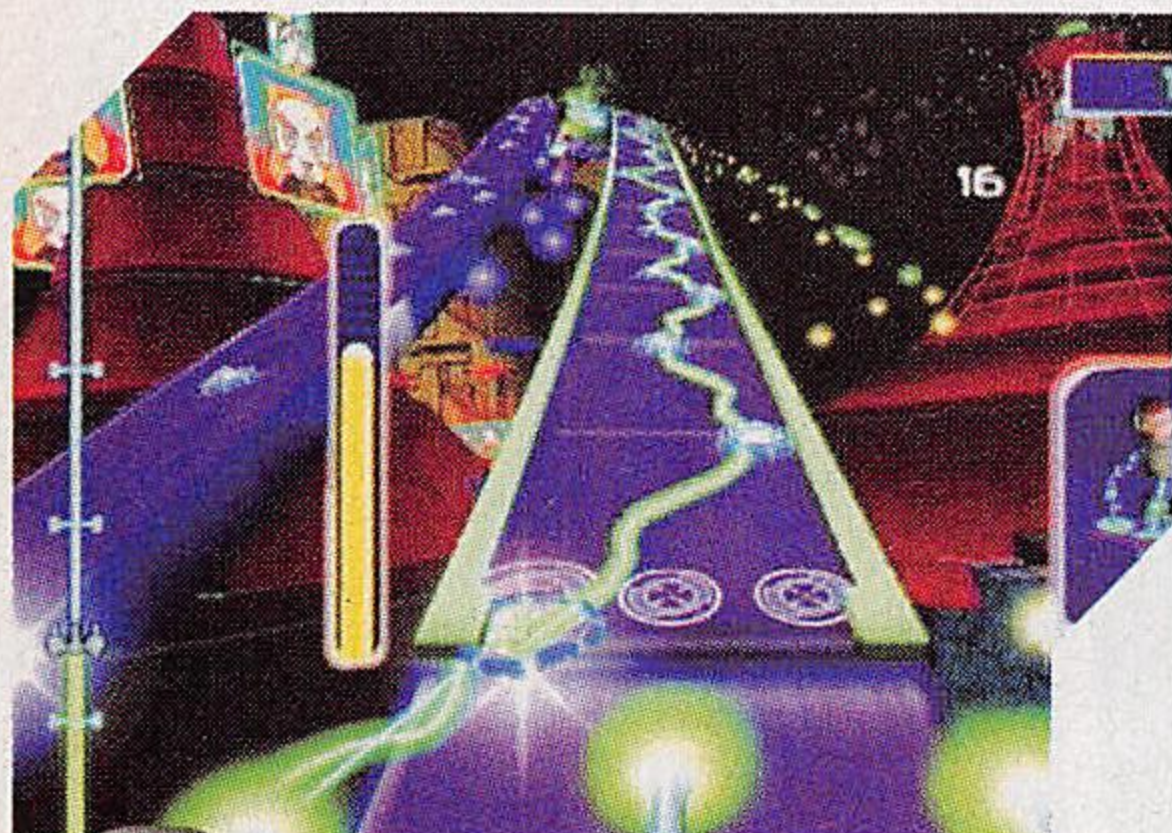
▲ Since this is a videogame, volleyball takes place on the neighborhood's very own tropical beach. Must be nice in the 'burbs...



THE BUZZ

This collection of mini-games will likely end up being a lot more fun online than off.

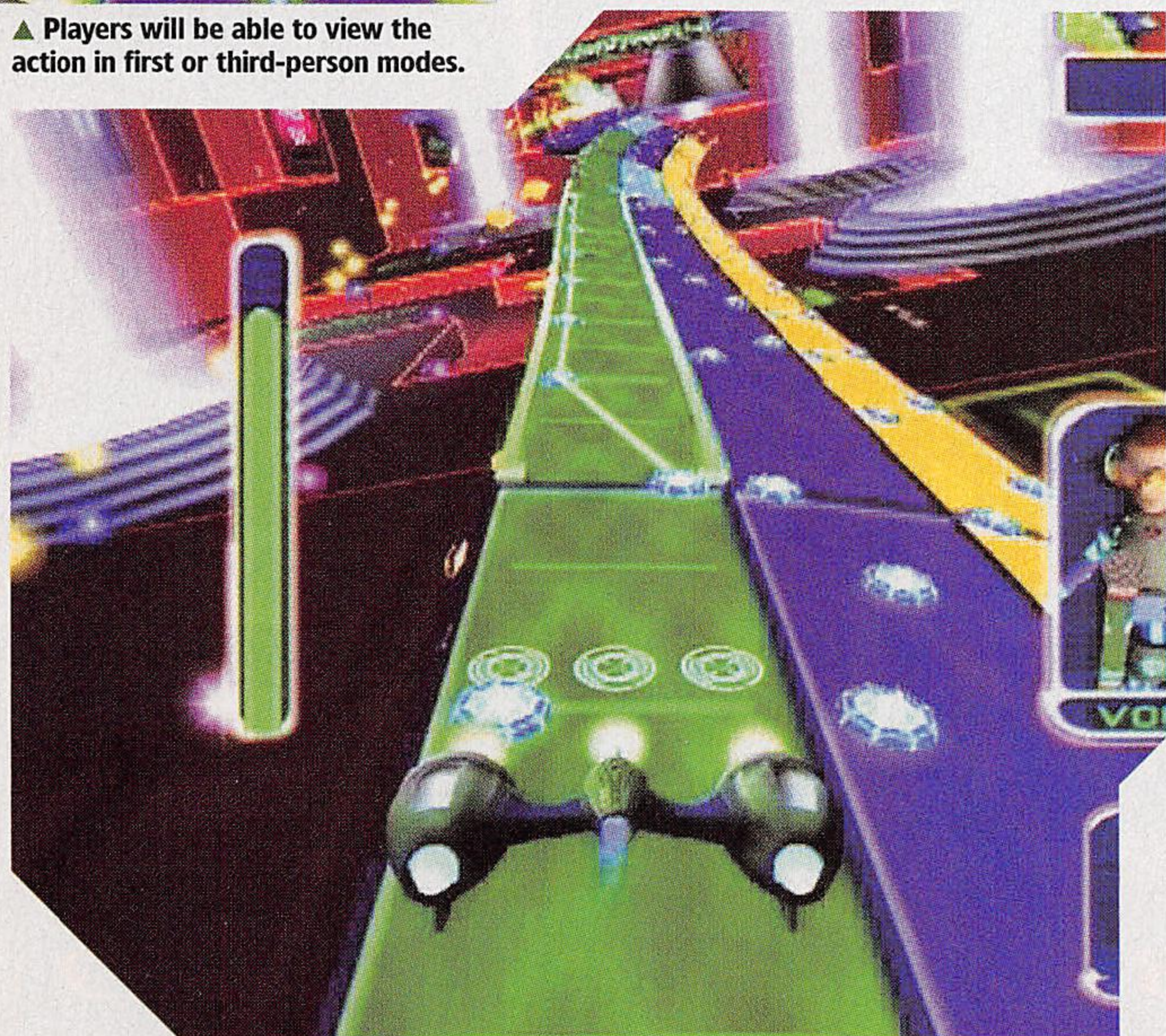
▼ What? You don't remember playing Pigs and Chickens growing up? Well, you obviously didn't live in the right neighborhood.



▲ Players will be able to view the action in first or third-person modes.



▲ One of the arenas has a vaguely fortress-like quality, mixing old and new elements.



▲ The cyberspace-like game world is even more elaborate this time around.

GAME INFO

PUB SONY CEA | DEV HARMONIX | TYPE MUSIC | MAX PLAYERS FOUR | ESRB RATING PENDING

AMPLITUDE

Frequency's sequel gets a name change



The first game obviously sold well enough to warrant a sequel, but not well enough to keep the title? Whatever the case may be, Sony's next music-action title has a new name, but the features list remains intact.

The most prominent addition to the original game is online play, where up to four human opponents will be able to compete and collaborate to remix songs. Players will also be able to create their own customizable avatars called FreQs (freaks) to represent them as they play through five "arenas."

The music itself will be more diverse this time around, encompass-

ing rock, hip-hop, heavy metal, alternative, and other genres with tracks from the likes of Weezer, Garbage, Logan 7, and Quarashi. More than 20 tracks (complete with accompanying video footage) are planned in total. Once the game is beaten on all four difficulty settings, players will be able to freely remix tracks alone or online.

RANDY NELSON

◀ Your FreQ is always on-screen, playing along.



THE BUZZ

More varied tunes are good, but this sequel's biggest addition is definitely online play.

GAME INFO | PUB EMPIRE | DEV EUTECHNYX | REL DATE SPRING | TYPE RACING | MAX PLAYERS ONE | ESRB RATING TEEN



▲ First-person view is well and good, but third-person shows how your truck bed swats traffic during skids.

BIG MUTHA TRUCKERS

Ingenious pun... What about gameplay?

Few arcade racing concepts are inherently over-the-top as throwing around the weight of a big

rig on the highway. Thereafter, it's hard to resist diving headlong into popular redneck culture. This spring, Europe's Empire Interactive will take on Sega/AM2's *King of Route 66* with a more shameless portrait of the Deep South, courtesy of developer Eutechnyx (maker of several PSone racers and



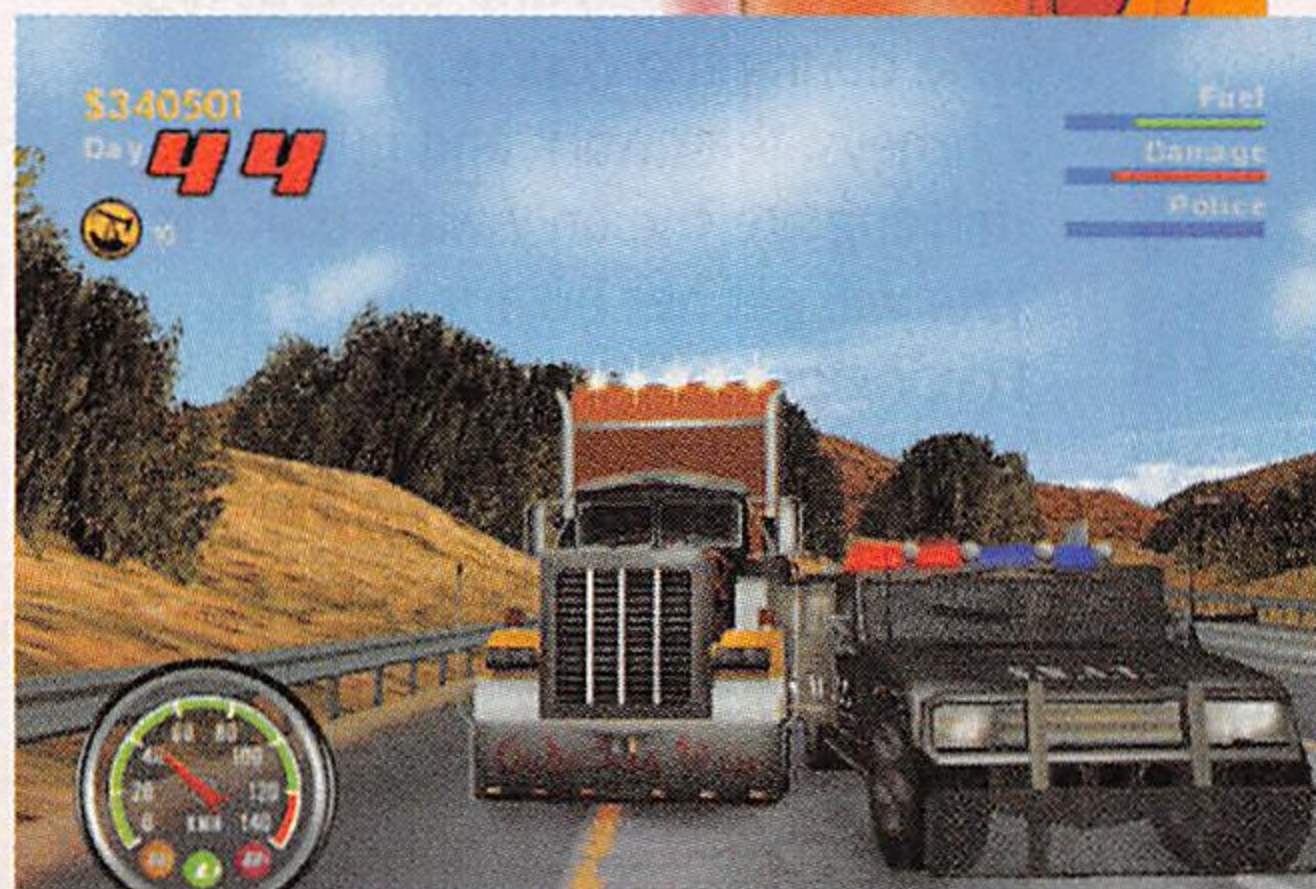
3DO's upcoming *Street Racing Syndicate*).

As the story goes, Ma Jackson, owner of Big Mutha Truckers Inc., is hanging it up and leaving the family business to one of her four playable young'uns, all of whom have their own upgradeable and customizable rigs. She decides to hold a "trial by trucking," with the winner amassing the biggest fortune hauling cargo between Hick State County's five cities in 60 days. Besides competition from your siblings and other

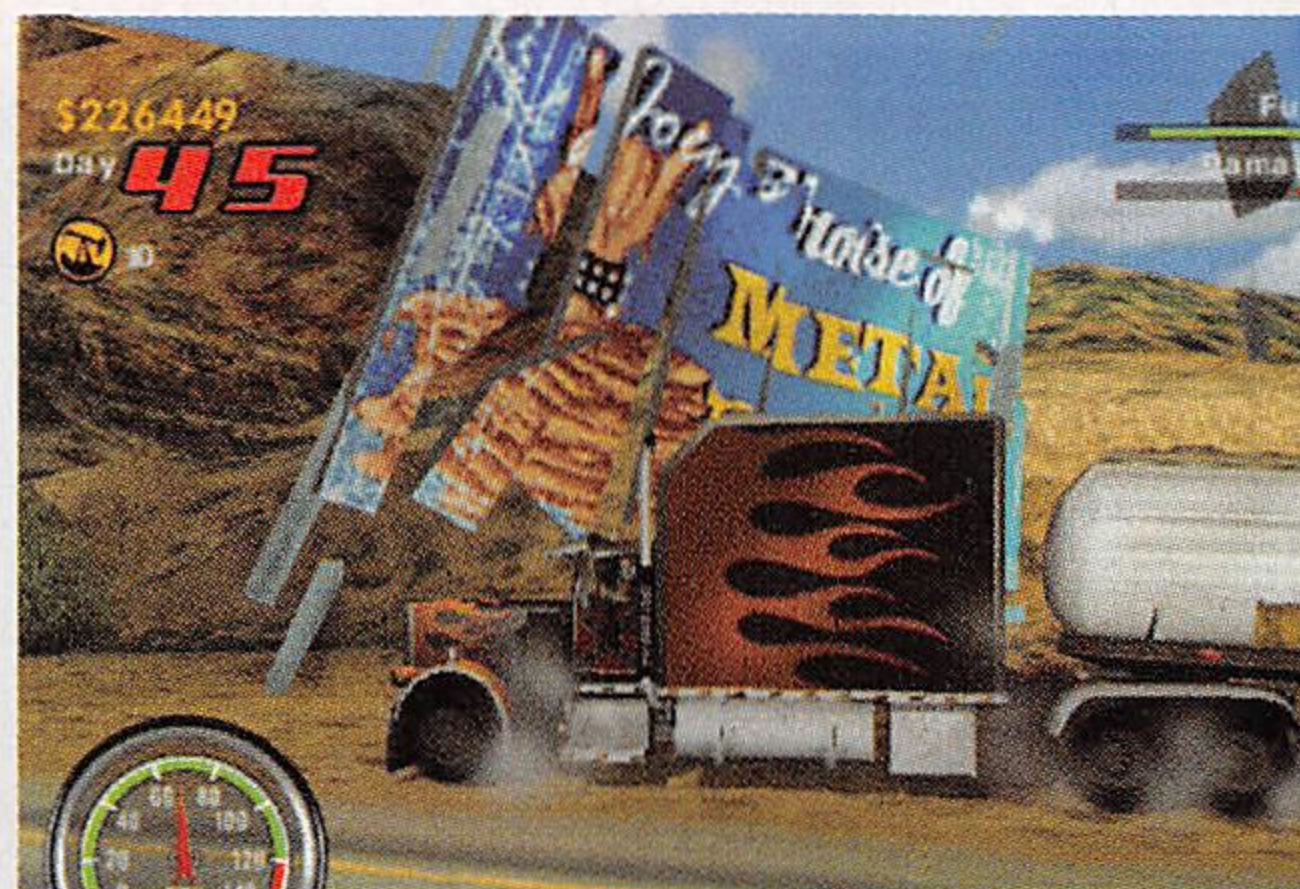
THE BUZZ

More open-ended than *King of Route 66*, with comical redneck culture to boot.

truckers, police, truck jackers and biker gangs will be hot on your tail, driven by AI that often has them working in unison. Streaming technology makes possible open-ended, go-anywhere gameplay through Hick State County and its very destructible environments without load times, and a trading and economy system requires smart supply and demand decisions to maximize profits. And make sure to watch out for Evil Bob! **THOMAS LAYTON**



▲ Depending on your reputation, the cops will actually work with truck jackers and biker gangs to take you down.



▲ Many objects, like billboards, are destructible. Use your big rig to find secret paths and special bonuses.

Contaminate



DOT hack INFECTION



PlayStation 2



Mature Sexual Themes
Mild Language
Violence

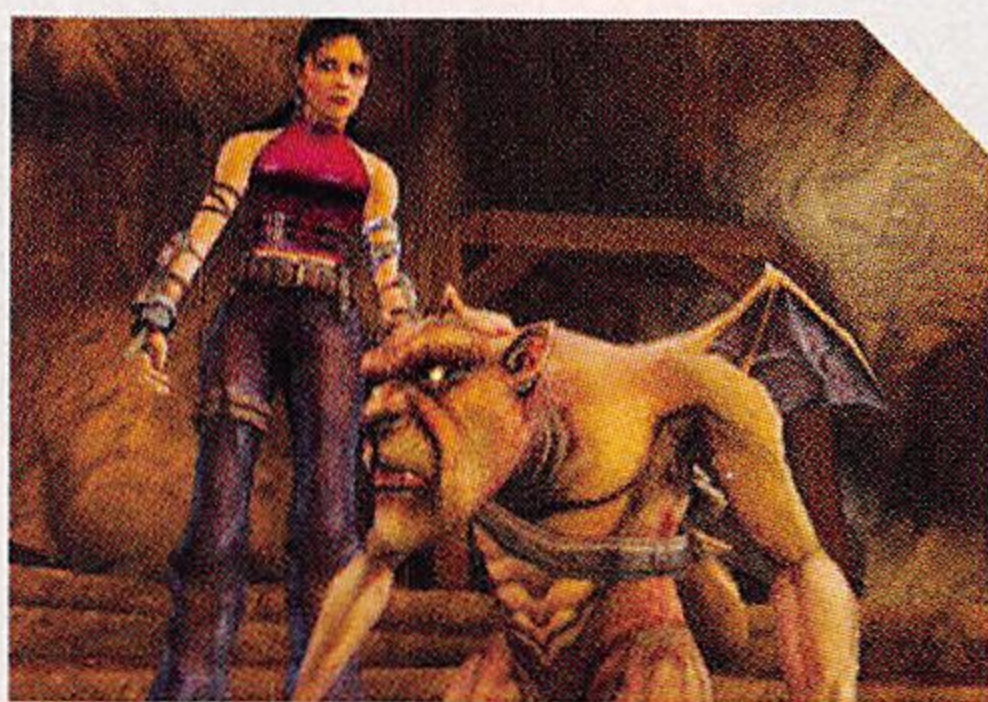
hack TM and © 2001-2002 BANDAI. Program © 2001-2002 BANDAI.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

GAME INFO

PUBLISHER **SONY CEA** | DEVELOPER **SONY CEE CAMBRIDGE** | REL DATE **MARCH** | MAX PLAYERS **ONE** | ESRB RATING **MATURE**



▲ The monster designs we've seen so far—such as this giant crab-like creature—are absolutely stunning.



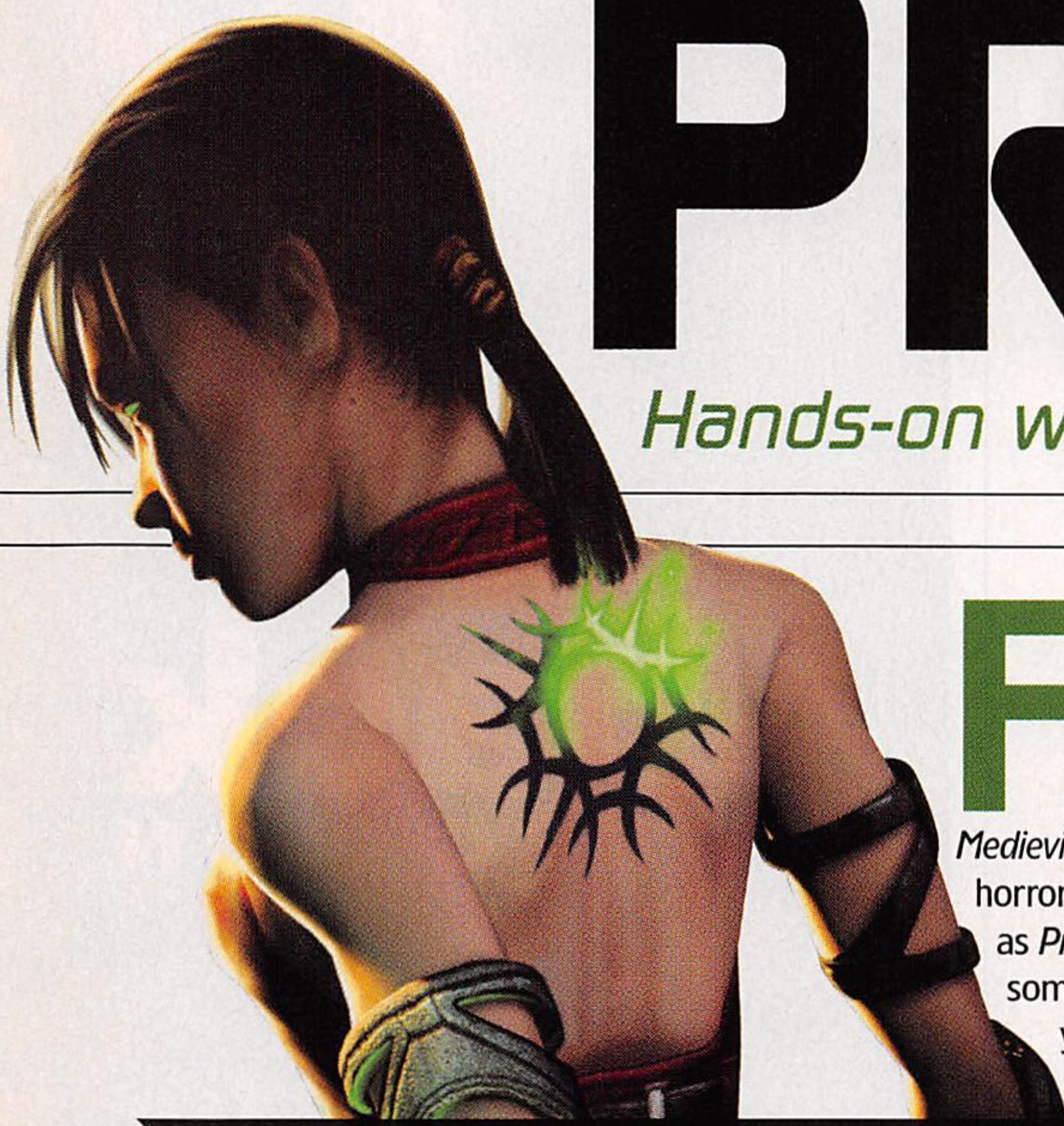
▲ Jen and Scree must work together to solve many puzzles throughout the game.



▲ Jen's demon form can attack using powerful arm-mounted blades. Her opponent in this shot has them too, but he's no match for the much faster main character.

PRIMAL

Hands-on with Sony's gorgeous gothic adventure



From the same development team that brought us the PlayStation hit

Medevil comes the gothic horror adventure known as *Primal*. A dark, sometimes humorous, yet always atmos-

pheric title that's poised to impress the gaming masses with its promise of intelligent puzzles and spectacular level design.

Beginning like some kind of Clive Barker-inspired horror novel, *Primal* tells the story of waitress Jennifer Tate. Unexpectedly dragged into the demon world when monstrosities kidnap her rock musician boyfriend, the heroine's

own demonic lineage and powers are slowly uncovered as she races to save her love from the four elemental planes of the underworld. Assisting her throughout the adventure is a three-foot tall stone Gargoyle known as Scree, and when used with Jen's dark powers, the game's grand scheme becomes apparent.

Enabling the player to switch between both Jen and Scree at any time during the course of their journeys, teamwork and quick thinking are the only ways that Miss Tate will get her boyfriend back. Forcing gamers to use brains in addition to brawn, *Primal* is out to prove that it's not just another ugly face. Utilizing a variation on the classic trade-off puzzle solving techniques found in games like *The Lost Vikings* and *Ratchet & Clank*, getting from point A to point B isn't always going to be as simple as it looks. And so far,

Sink Or Swim

Jen will actually get to use her demon abilities while submerged, against a whole range of nasty mer-creatures.

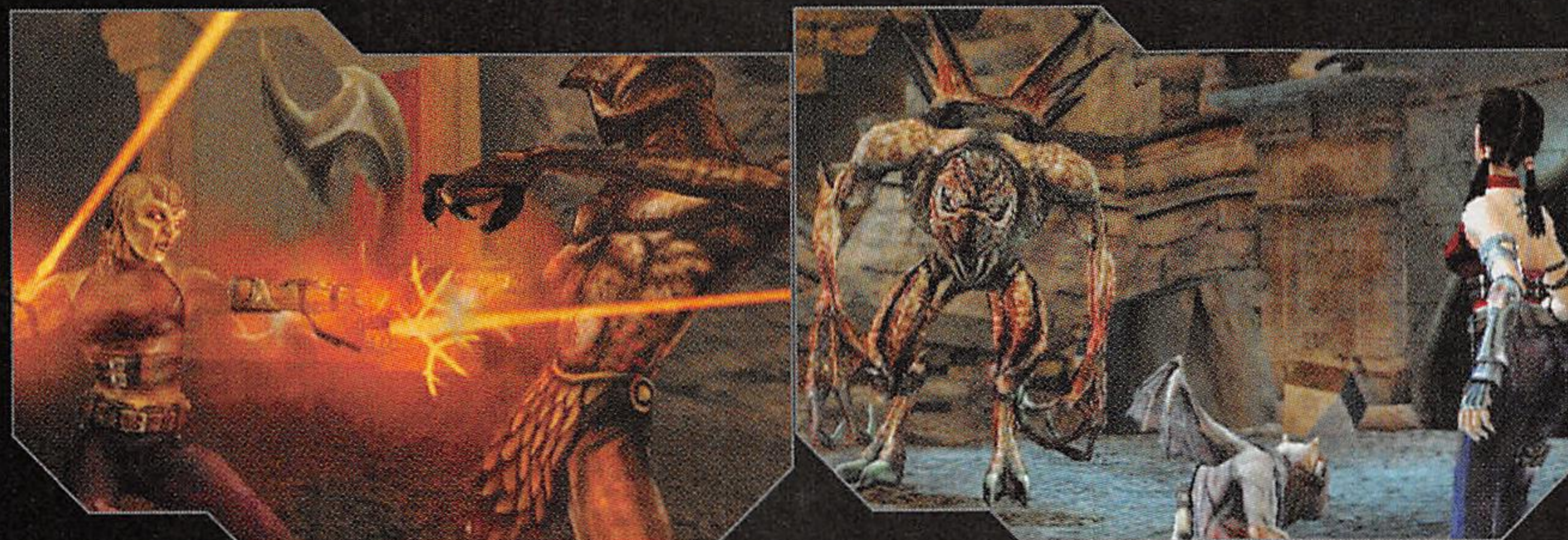


▲ These enemies may look better suited for aquatic combat than Jen, but she has some sinister tricks up her, uh, vambraces. Who knew that magic worked under water?

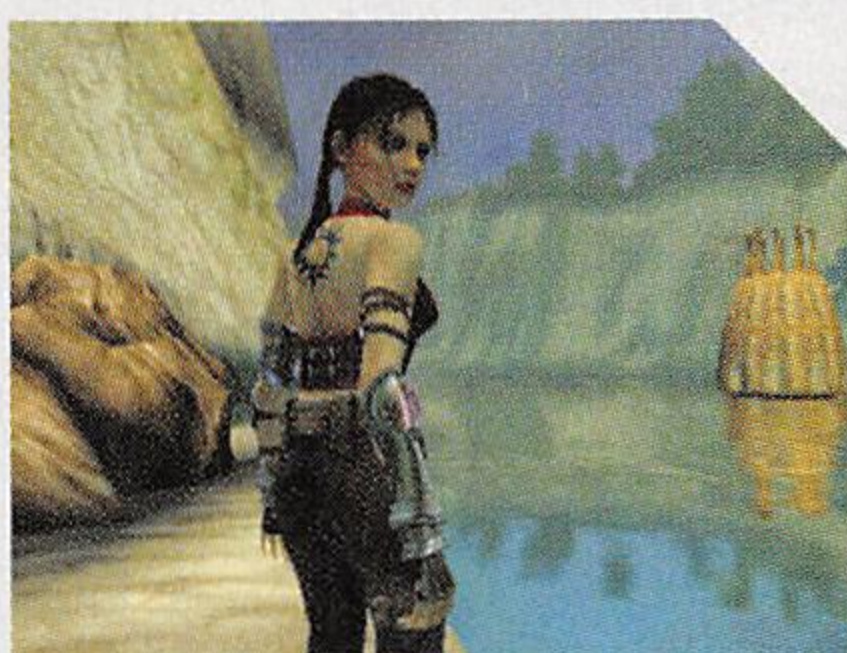


Gothic, Graphic, And Grotesque

No doubt about it—this is going to be one of Sony's most mature titles to date. From the monster designs to the story, it's very adult.



▲ The monsters and settings are like something out of an H.P. Lovecraft story. It's pretty scary stuff!

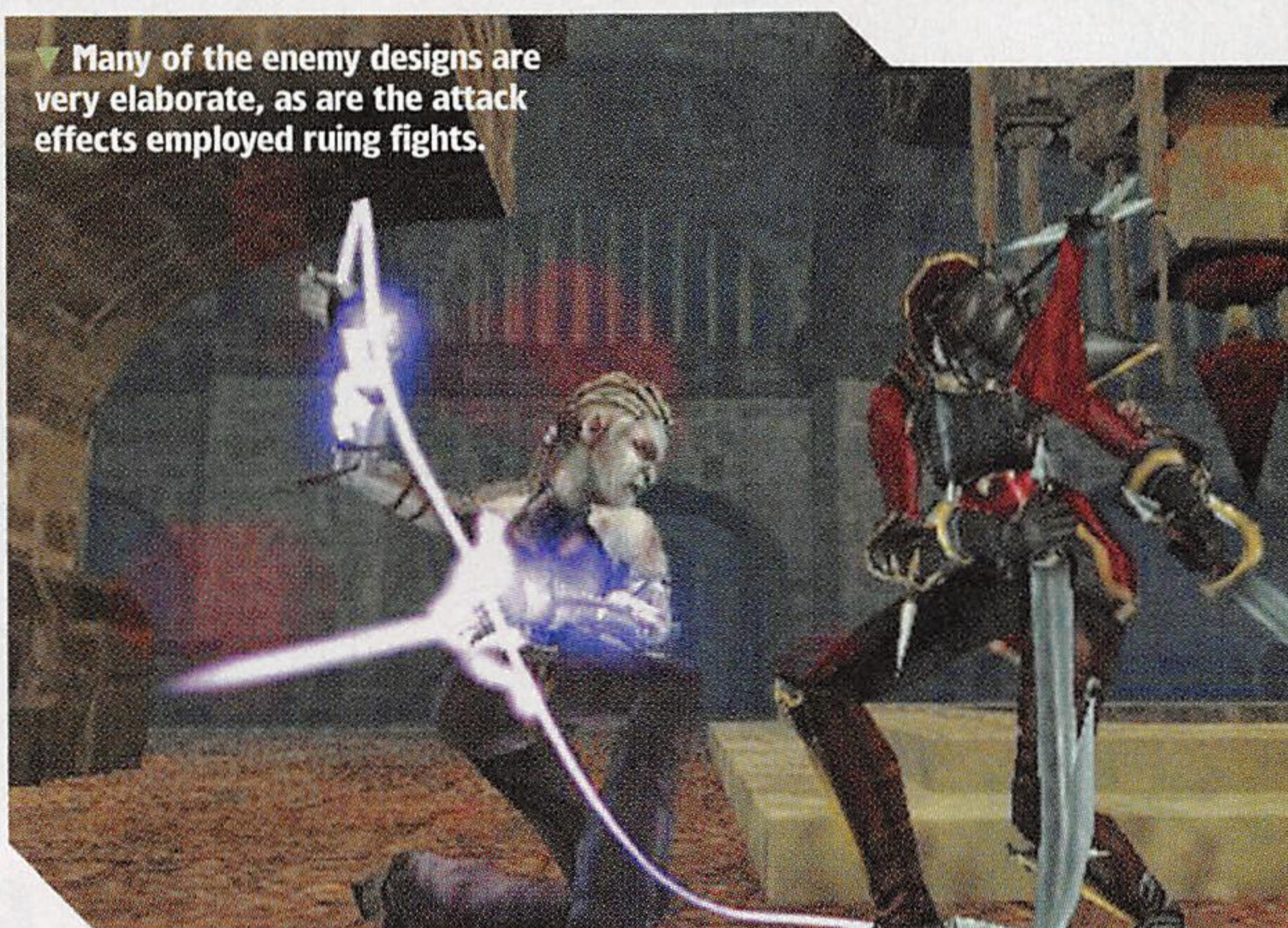


▲ The framerate and visuals effects are both improved over earlier versions we've played.

we like it that way.

Of course, the puzzle solving shouldn't overshadow the importance of mastering Jen's multiple demon forms and the unique powers granted for each. Enabling her to breathe underwater, grow faster and stronger than any normal human, or even use magic, Jen's demon abilities are not only important, but also key to winning the various battles you'll encounter via the surprisingly

▼ Many of the enemy designs are very elaborate, as are the attack effects employed during fights.



deep combat system.

Unfortunately, there's plenty more to talk about that space simply will not allow: be it the excellent voiceover work, high-end visual presentation, or phenomenal gothic soundtrack. Luckily, we'll be back next month

with more space and our full review to cover those.

JEREMY DUNHAM

THE BUZZ

The unique puzzles and combat system will undoubtedly set this game apart.



▲ Jen's magic can take many forms.

▲ It's not all fighting and exploring—expect a good deal of story, too.

Eliminate



DOT hack INFECTION

Taking over the world has never been this contagious



PlayStation®2



Mature Sexual Themes
Mild Language
Violence

hack TM and © 2001-2002 BANDAI. Program © 2001-2002 BANDAI.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony
Computer Entertainment Inc. The ratings icon is a trademark of the Interactive
Digital Software Association.

Nazi Nasties

In addition to zombies, mutations, cyborgs, S.S., shock troops, and leathered vixens, three new enemy types make the rounds: Mechanical X-shepherds, deranged occult priests, and cutthroat mercenaries.



▲ "Greetings on behalf of the Ratten Bastartein Union, Local 413."

GAME INFO PUB ACTIVISION | DEV RASTER PROD. | REL DATE MARCH | MAX PLAYERS ONE | ESRB RATING MATURE



▲ The arsenal includes a knife, pistols, machineguns, a shotgun, sniper rifles, the experimental Tesla lightning cannon and Venom chaingun, plus the console-exclusive EMP weapon, X-shield, and holy cross.

RETURN TO CASTLE WOLFENSTEIN: OPERATION RESURRECTION

Medal of Honor meets Resident Evil?

Game publishers often take a year and a half, two years to release PC FPS Game of the Year nominees on PS2.

Successful ports offer good level translation and another layer of polish (like *Deus Ex*), new content and various extras (*Half-Life* and *Unreal Tournament*), and they ensure the FPS mechanics work with a console controller (case in point: *Quake III: Revolution*). *Soldier of Fortune Gold* and *Ghost Recon* may have failed on PS2 in these regards.

As it now stands, *RTCW: Operation Resurrection* looks to be among the successful lot, with the PC version's ferocious action and strategic stealth, compelling story, creative level and character design intact, and with an

all-new prologue, extra enemies, areas, and weapons exclusive to PS2.

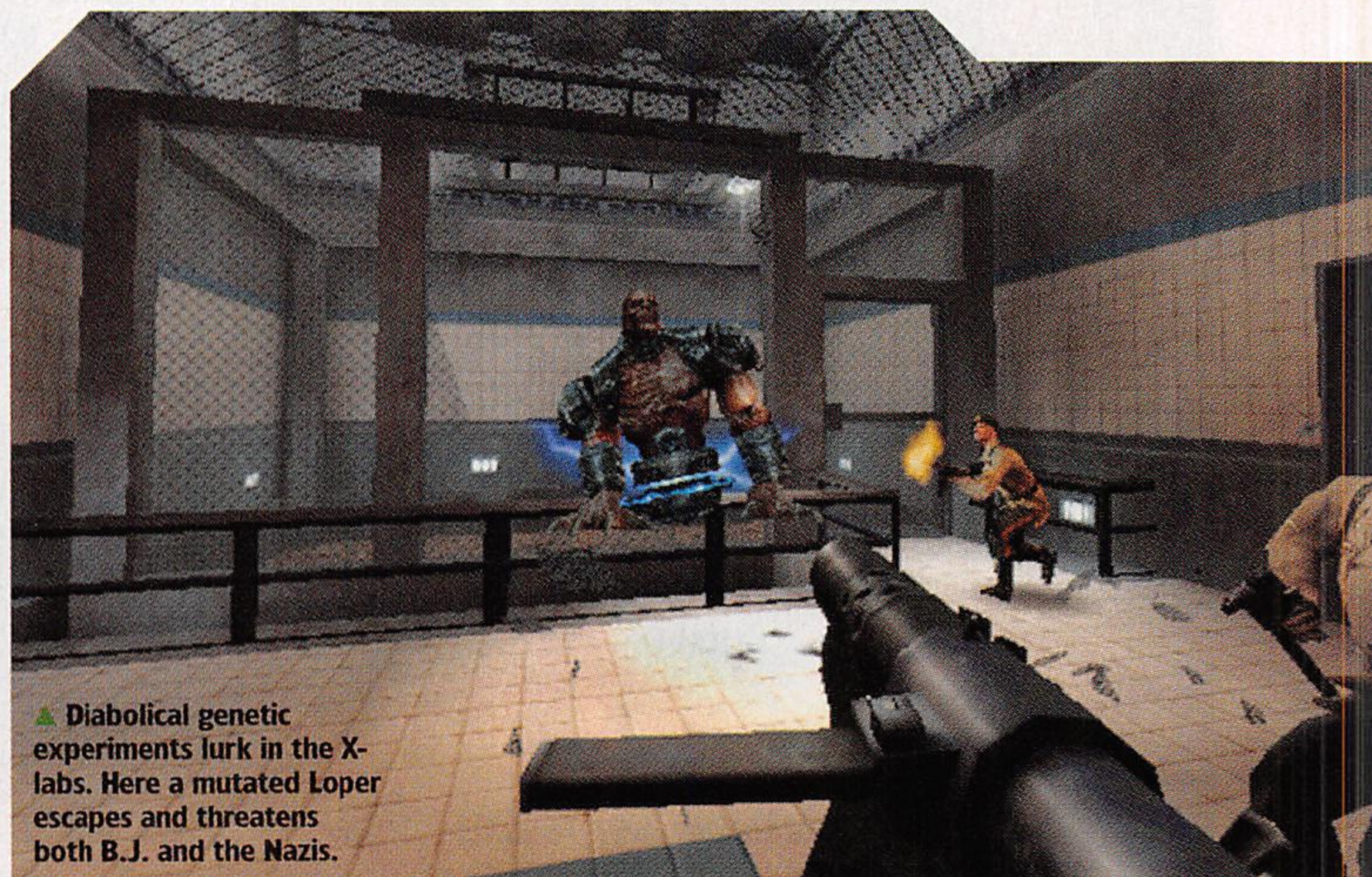
Executive-produced by the legendary id Software and developed by Raster Productions, the triumphant return of the *Wolfenstein* series sees Army Ranger B.J. Blazkowicz infiltrating the Third Reich to stop the sinister genetic, paranormal and occult experiments led by Hitler's henchman, Heinrich Himmler. On PS2, the story begins in Egypt, where our hero is paired up with another OSA operative, Agent One. Powered by the *Quake III* engine, the game progresses through

Norway and ultimately into the heart of Nazi Germany's Castle Wolfenstein. B.J. encounters the Fuhrer's loyal S.S. guards and soldiers in eerie forests and secret military installations, undead zombies in ancient crypts, and genetic mutations in the X-Labs.

Although a multiplayer component is absent, the PC version's levels are intact. Include highly customizable controls and a handy save-anywhere feature, and you have the makings for what should be a solid port of a great PC title. **THOMAS LAYTON**



▲ The game rewards stealthy maneuvering and a strategic approach to combat with extra items and special bonuses.



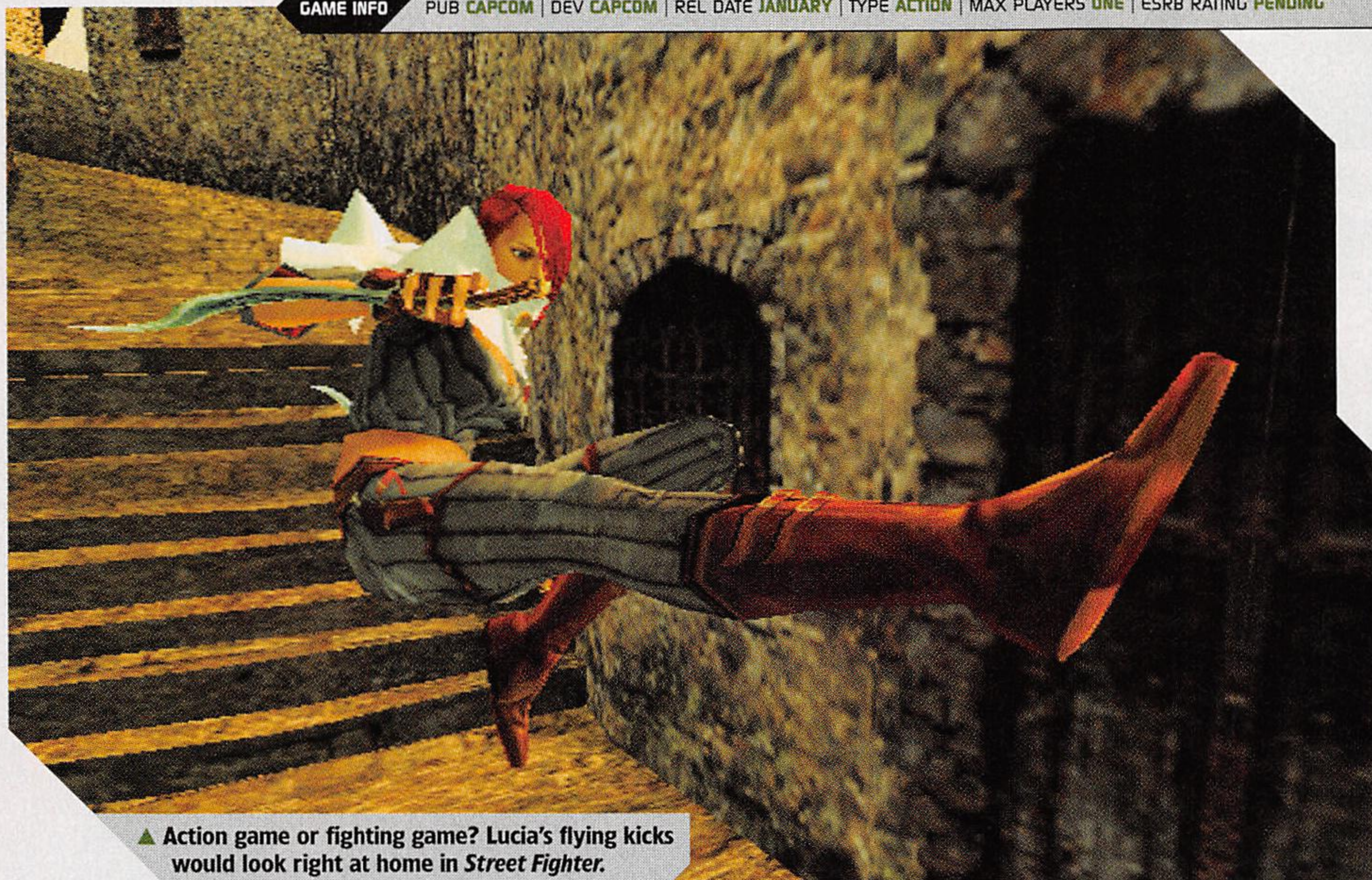
▲ Diabolical genetic experiments lurk in the X-labs. Here a mutated Loper escapes and threatens both B.J. and the Nazis.

THE BUZZ

Operation Resurrection appears set to be a great port of an excellent PC FPS.

GAME INFO

PUB CAPCOM | DEV CAPCOM | REL DATE JANUARY | TYPE ACTION | MAX PLAYERS ONE | ESRB RATING PENDING



▲ Action game or fighting game? Lucia's flying kicks would look right at home in *Street Fighter*.

DEVIL MAY CRY 2

Dante's sexy new sidekick shows off her deadly moves

The wait is almost over—*Devil May Cry 2* is nearing shelves, and we've got one last look at the game

in action. More specifically, we've got a new look at Lucia—Dante's sword-wielding partner—in action, showing off what she does best: kicking butt in her own very unique way. She's definitely not just a female Dante play-alike.

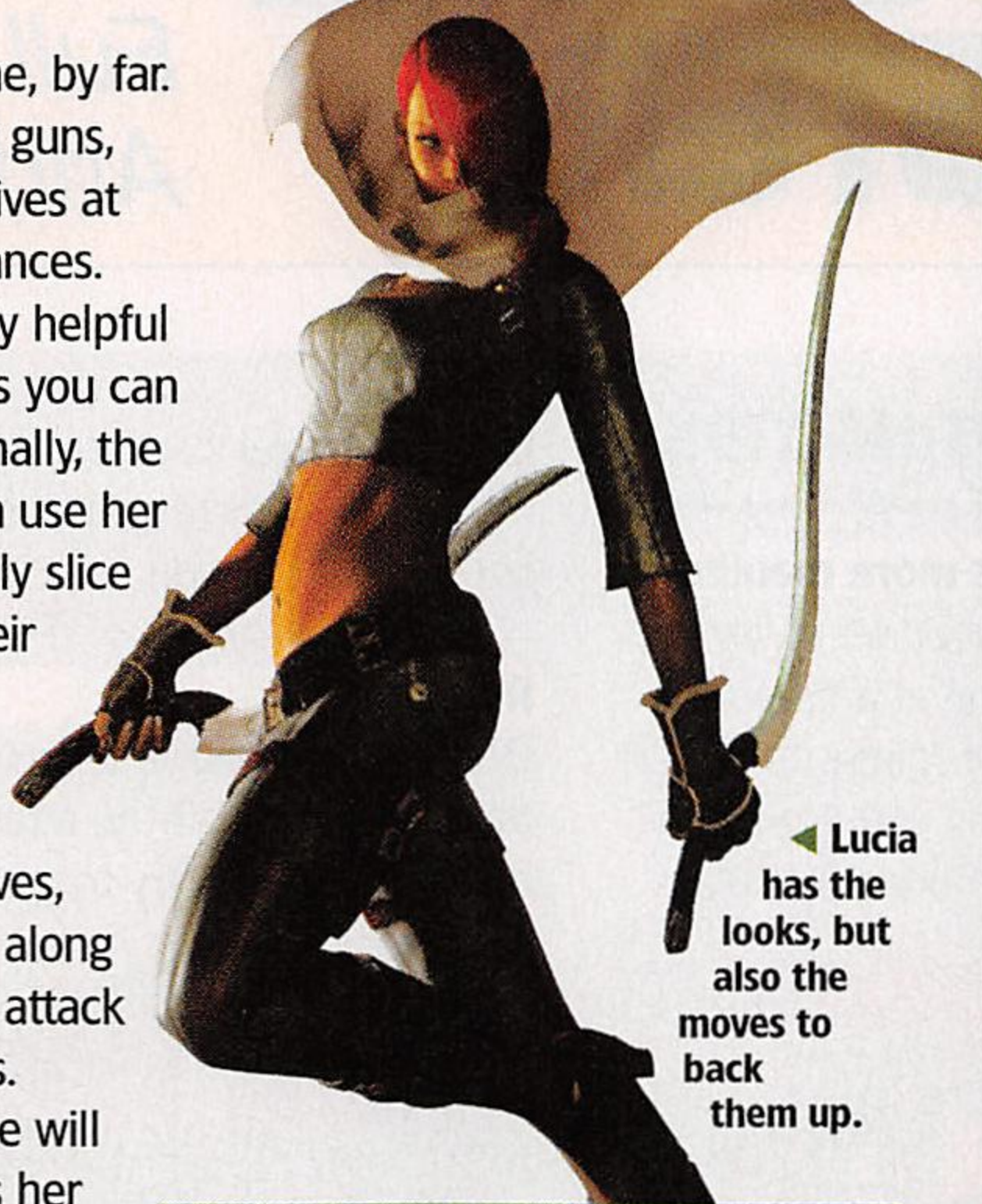
Selectable from the adventure's outset, Lucia has entirely different moves from Dante. For one, she can perform several different kick attacks while on the ground and in the air—more than Dante could

perform in the first game, by far. Since she doesn't shoot guns, Lucia can also throw knives at enemies from long distances. This should be especially helpful against airborne foes, as you can see in these screens. Finally, the red-headed heroine can use her curved blades to not only slice enemies, but deflect their attacks as well.

Like Dante, Lucia has a full set of fancy environment-based moves, such as running up and along walls, plus the ability to attack after leaping off of walls.

How much the game will change when playing as her remains to be seen, and luckily, we won't have to wait much longer to find out!

RANDY NELSON



◀ Lucia has the looks, but also the moves to back them up.

THE BUZZ

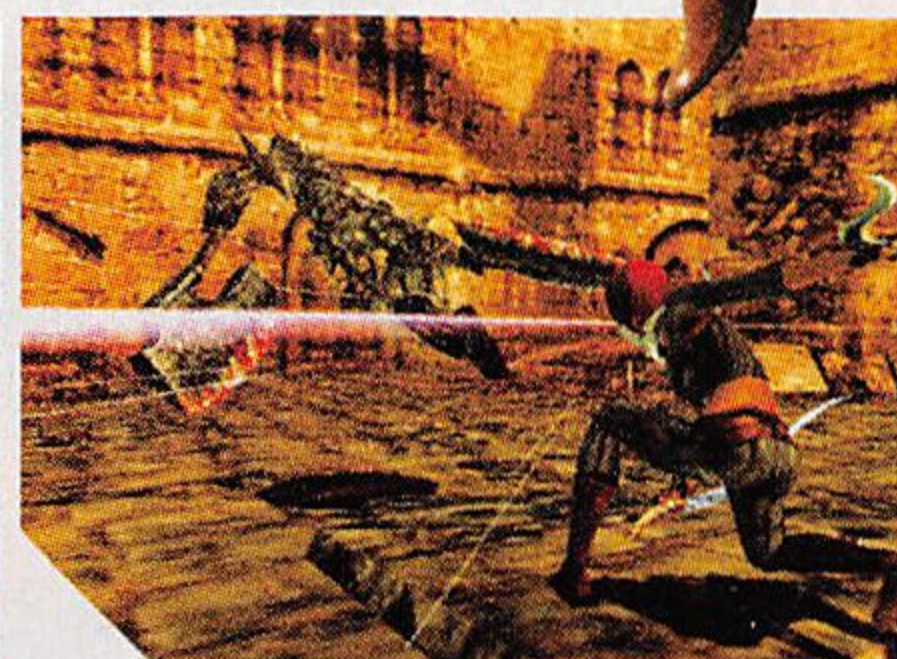
Lucia's unique moves and story should really help extend the game's replay value.



▲ Here Lucia is throwing knives at this airborne enemy—luckily, it looks like they'll be unlimited use weapons.

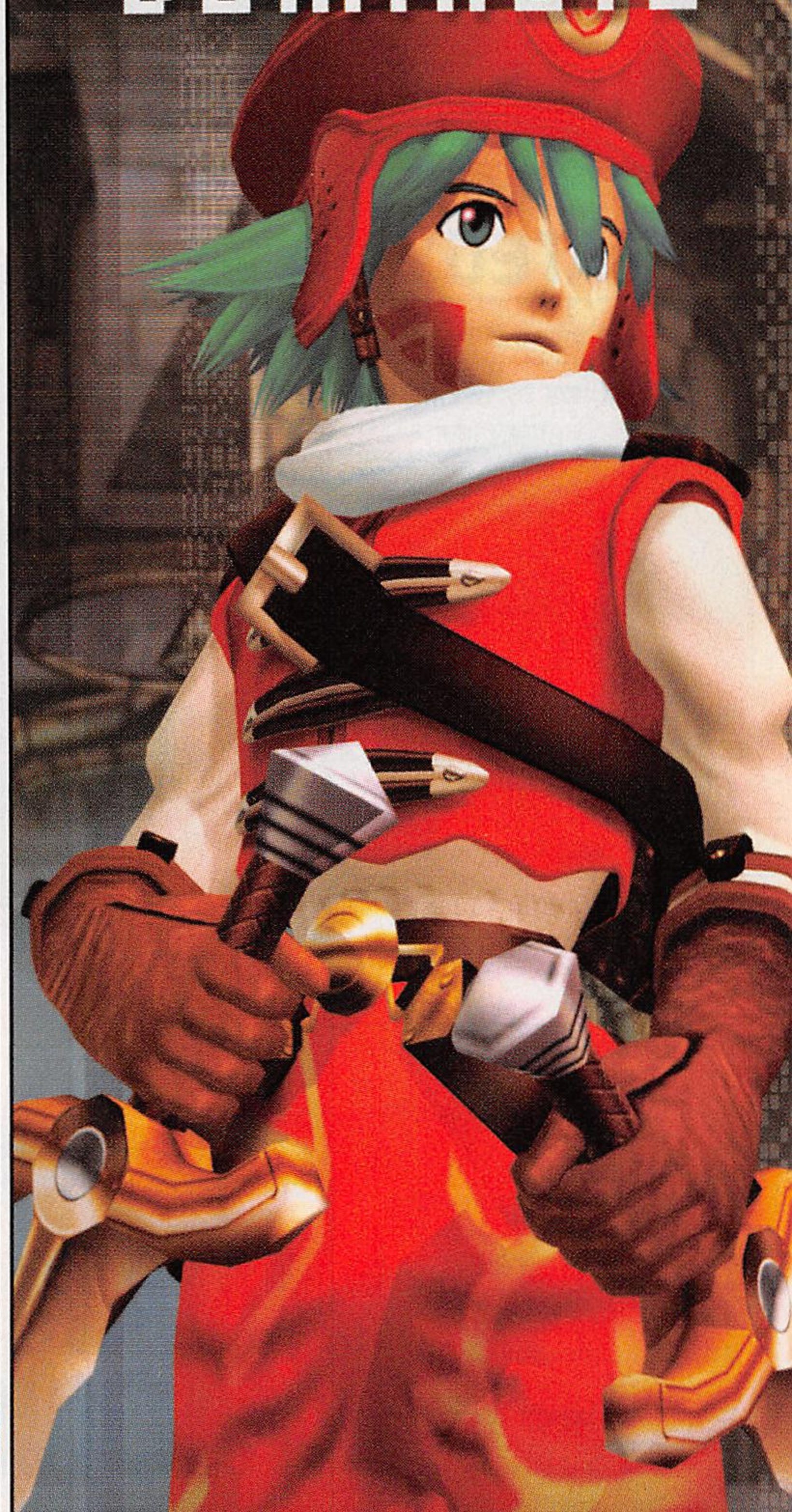


▲ Here he is: the ultimate bad guy. Kinda looks like a cross between Vincent Price and Kazuya from *Tekken*, huh?



▲ Lucia's curved blades can be used to protect her from enemy attacks, such as the axe swings this brute's inflicting.

Dominate



hack™ INFECTIO

Taking over the **world** has never been this contagious

www.dothack.com



PlayStation®2



Mature Sexual Themes
Mild Language
Violence

hack™ and © 2001-2002 BANDAI. Program © 2001-2002 BANDAI. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

STRATEGY

88 Dragonball Z

88 Legends Of Wrestling 2



86 MK: Deadly Alliance

87 Rygar: LA

88 SW: Bounty Hunter

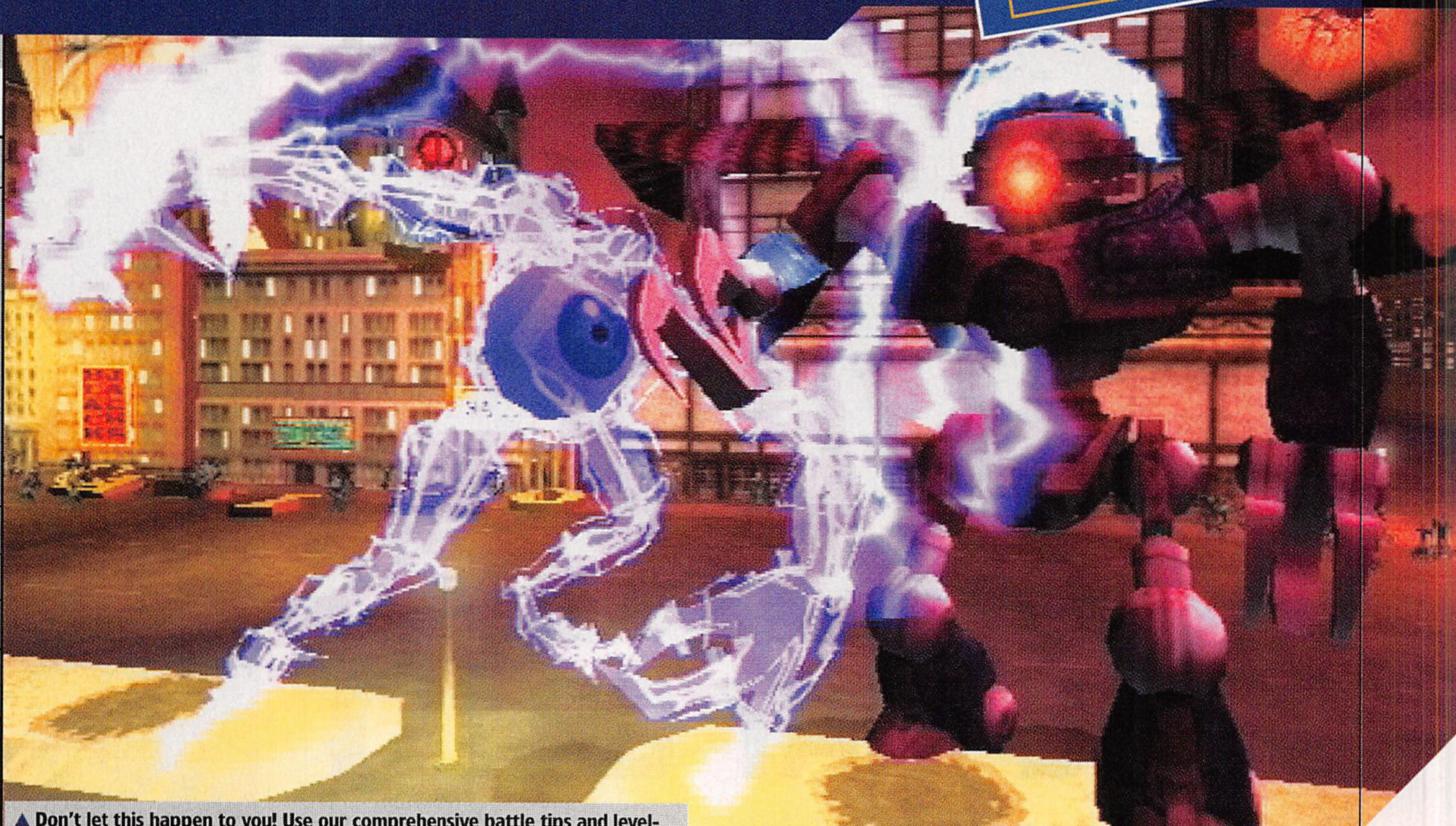
CODES

89 Bloodrayne
88 BMX XXX
88 Contra: Shattered Soldier
88 Dr. Muto
89 Drome Racers
88 Evolution Skateboarding
89 Hot Wheels Velocity X
89 Minority Report
89 Powerpuff Girls
89 Rayman Arena
88 Tiger Woods PGA Tour 2003
88 Tom Clancy's Ghost Recon
88 Tony Hawk Pro Skater 4
89 SpongeBob SquarePants
89 Superman: Apokolips
89 Whirl Tour
89 X-Men: Next Dimension

Shield-slinging Action!
Rygar: The Legendary Adventure, p. 87



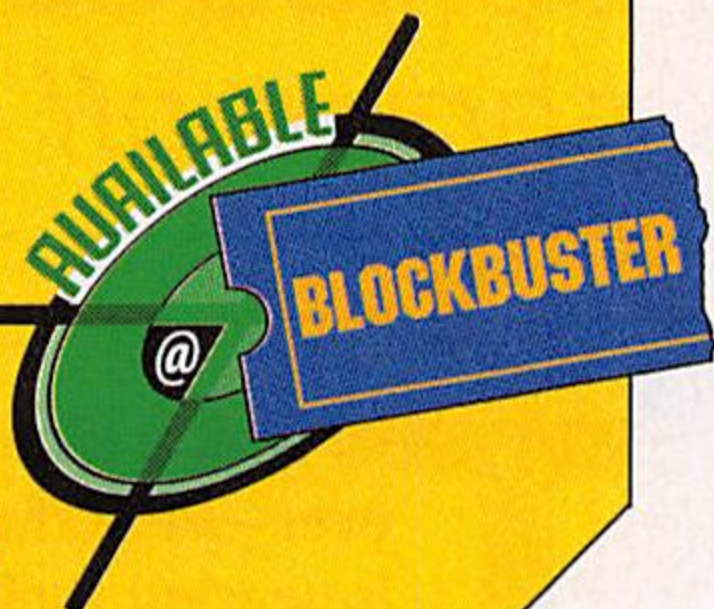
Finish Him!
Mortal Kombat, p. 86



▲ Don't let this happen to you! Use our comprehensive battle tips and level-specific scouting reports to make sure you're the monster doing the mashing.

WAR OF THE MONSTERS

*Full Walkthrough
And Combat Guide*



GENERAL FIGHTING TIPS

More monsters means more mauling

When facing multiple opponents, always try to dispatch them one at a time to minimize the amount of "gang-up" damage they inflict upon you. However, don't get so focused on one particular

target that you lose track of the other monsters—they're guaranteed to be sneaking up on you.

Run away!

Don't rush. If you've taken lots of damage, break off the attack, beat a hasty retreat and try to grab some health

power-ups. This is especially important when facing multiple opponents, who can rack up the damage very quickly if they team up on you.

Plan B from Outer Space

We recommend switching to control scheme B. It enables you to lock onto a target with a single button, freeing up your fingers to do more damage.

Shish their kebabs

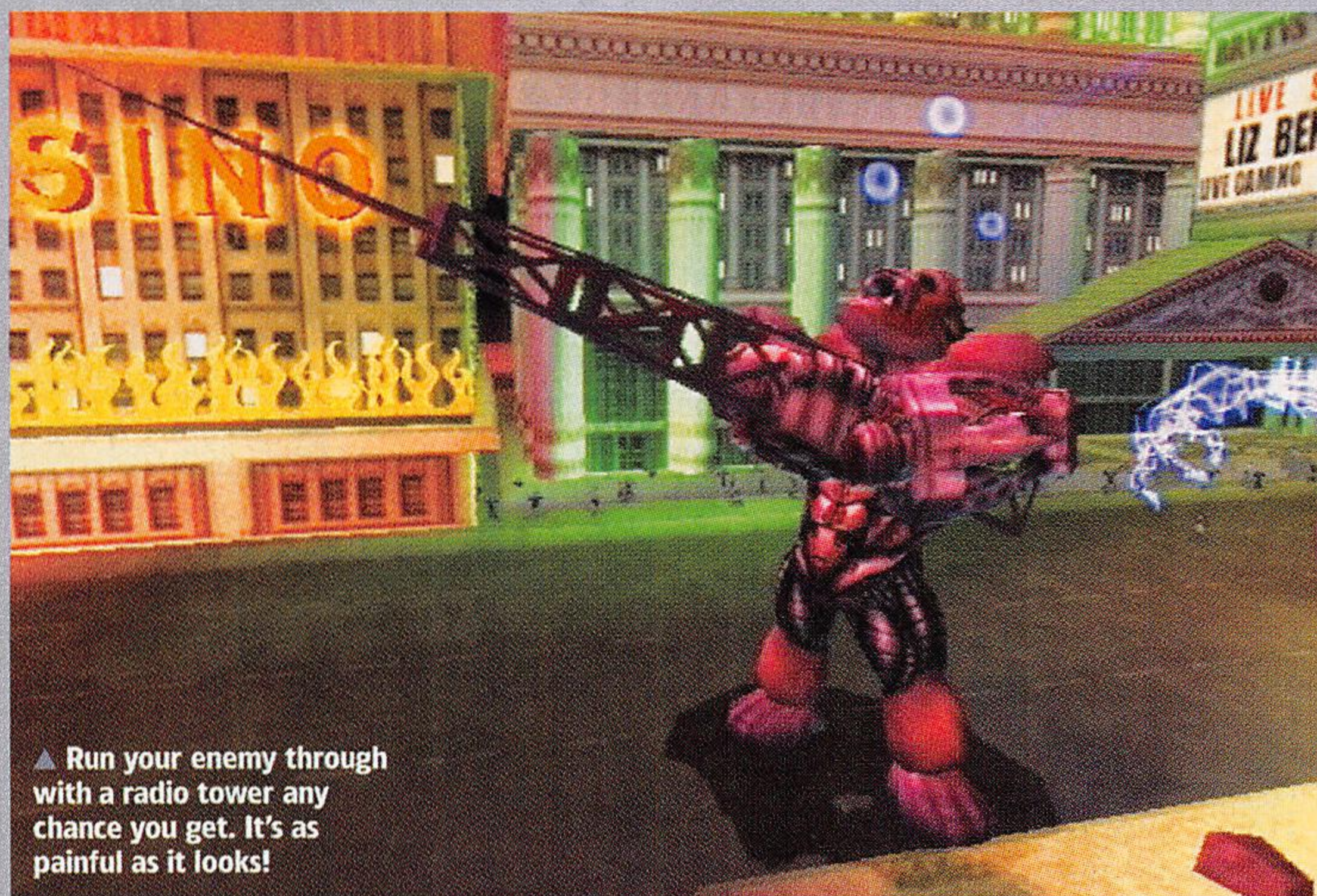
Try to impale your foe with a pipe or radio tower whenever possible. It renders them both immobile and defenseless, and is such a useful move, it nearly breaks the game.

Speak softly, and carry a big stick

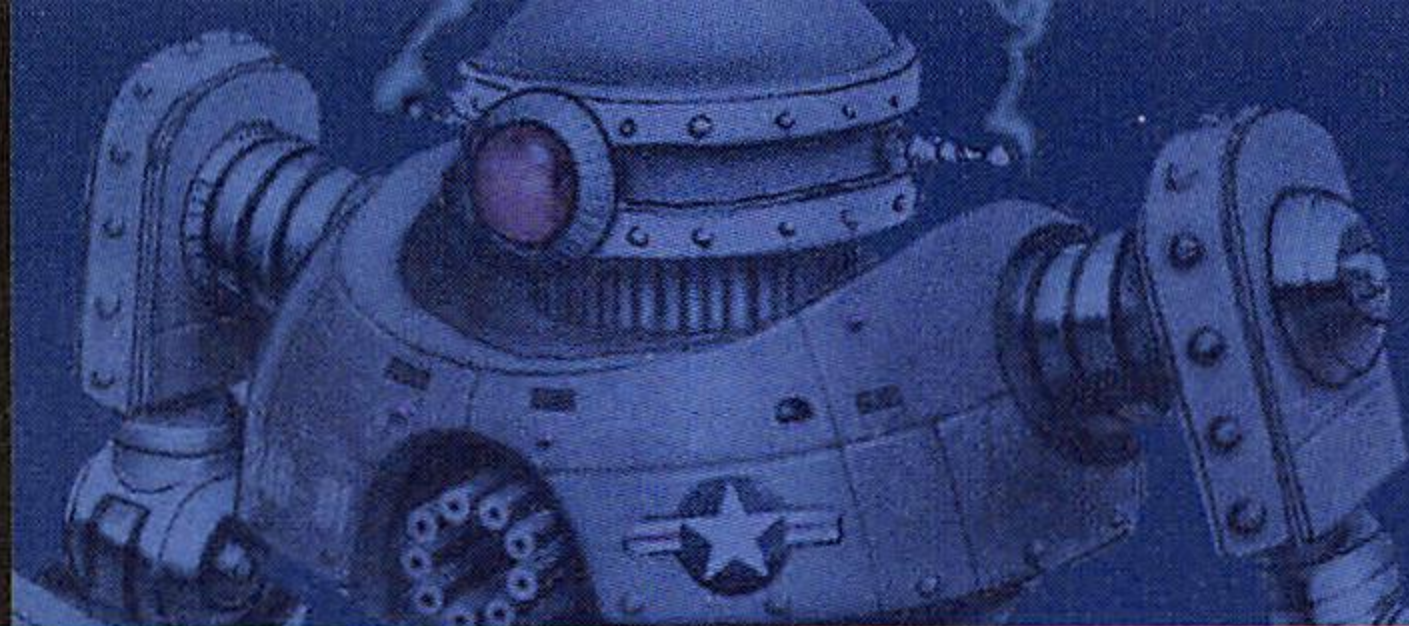
Or in this case, a girder or big chunk of masonry. Both make fantastic clubs, and masonry can also be used as a shield to block projectiles and thrown items—even a radio tower.

Fill 'er up

Keep an eye out for gas tankers, the semi trucks with a white cab and a black



▲ Run your enemy through with a radio tower any chance you get. It's as painful as it looks!



<< KEEP AN EYE OUT FOR GAS TANKERS... THEY MAKE A NICE, BIG BOOM WHEN HITTING AN ENEMY >>

DESTROY ADVENTURE MODE!

Day of the Colossus

LOCATION: **Midtown Park**

OPPONENT: **Congar**

This is a great level on which to learn the basics: it's not terribly big, but it's simply packed with power-ups, vehicles to throw, and buildings that you can hide behind or break up to get more weapons. You've only got one opponent, though he's very well-rounded. Steal the big power-up in the middle of the map as soon as you need it, if only to keep him from it. This is a great level on which to learn to recognize gas tankers: they've got white cabs and black trailers. Remember them, and ask for them by name.

Revenge of Togera

LOCATION: **Gambler's Gulch**

OPPONENTS: **Togera, Robo47**

Try to stay as healthy as possible when fighting Togera (there are big health power-ups on top of the tower with the dragon sign and the building with the red tent in front of it, and a row of smaller ones behind the Stratosphere-like tower) because as soon as he goes down, Robo47 will show up right behind him. He'll bring the military with him as well: avoid

the tanks by sticking to the outer edge of the map (they'll whittle away at you if you stay in the central, downtown area) and try to shoot or jump into the helicopters whenever you encounter them. As for Robo47, the rooftops of this level offer plenty of spear-like objects so master impaling your target with a radio tower. When he runs away to grab health, pursue or hit him with a generator to bring him right back to you. Incidentally, you can get your hands on that huge sword in the

stone by cracking the stone base with a few strong attacks—awesome.

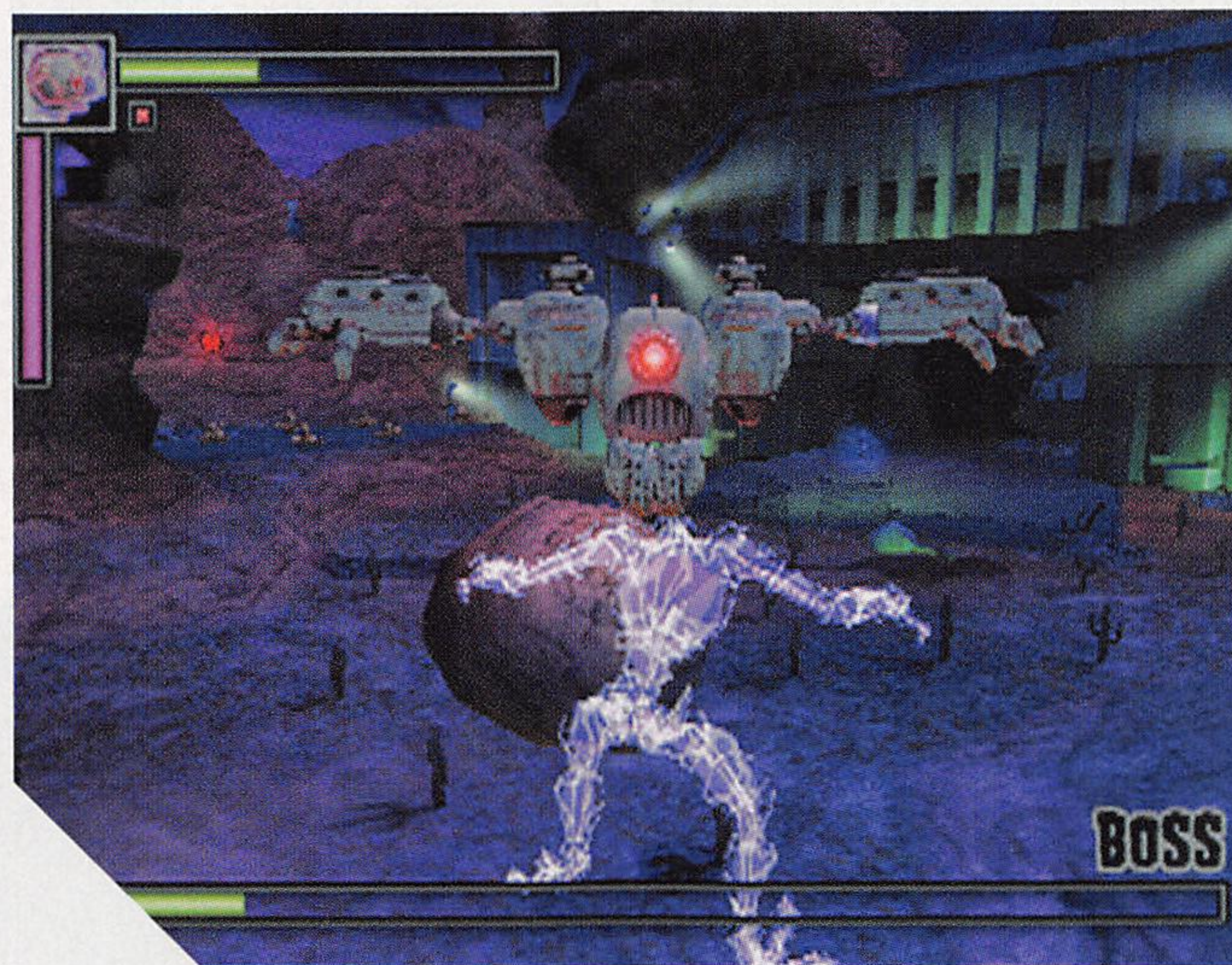
Outpost X

LOCATION: **Rosedale Canyon**

OPPONENT: **Ant Swarm, Boss Robot**

Welcome to your first boss battle. First, dispatch the ants any way you can—they go down easily, so you

▼ When this guy starts spinning, either get to high ground or bean him with the boulder.



should have no trouble here as long as you don't let them surround you. When the big boy shows up, he'll start chucking grenades at you, usually in groups of three. Dodge the grenades by strafing or locking on and moving from one side to the next, and then throw the ones that are blinking green or yellow (but not red—those are about to explode) back at him. If you need it, there's a big health power-up hanging over the giant rock on the center pillar.

When he jumps down, you can attack him however you like, but when he lowers his shoulders, make sure there's a stone column between the two of you—he'll charge, hit the column, and be stunned. Also, be sure to dislodge the giant boulder atop the center column—it's your most powerful weapon for the rest of this level. Also, you'll notice that there are two guns mounted in the wall near the door. You can actually pull them out of the wall and use them yourself, though they don't really do much damage.

As a final strategy, he'll alternate between spinning like a top (a truly wicked attack) and firing huge volleys of missiles. However, the giant boulder will disrupt his attacks, so grab it, stand fairly close to him, and just toss it at him over and over.

Barring that, you can perch on a column to avoid his spinning attack and pelt him with energy blasts (or most monsters' long-range specials), then dodge the missiles by either strafing to the sides or getting way up close so that you stand between the barrels of his guns.

The Creeping Chaos

LOCATION: **Metro City**

OPPONENTS: **Congar and Preytor**

Don't let this level's opening cinema fool you—these two apparent enemies will gang up on you immediately. Focus on eliminating one or the other as soon as possible. We recommend Congar—he can take more damage than Preytor, but is also much easier to hit with an attack, and tends to do more damage to you when he connects with an attack. Whomever you choose, be dogged in your pursuit—as soon as your target takes too much damage, they'll sprint away and collect power-ups until they're healthy again and you're back at square one (you can do this too, by the way). Just be wary of climbing the skyscrapers downtown; the airspace is filled with military helicopters, who ►

trailer. They make a nice, big boom when hitting an enemy, and can often even bring down a skyscraper if they hit it right.

Red means go

Your special attack meter (the sometimes-blinking square just below your life bar) is actually tied to your energy meter, and will recharge any time your energy meter is 100% full (with the bar blinking red). After it's recharged, you can use all the energy you like, and your special attack will still remain locked and loaded. However, once you trigger it, you must go through the recharging process again.

All the Right Moves

Remember: down attacks are executed by jumping and pressing (8)+heavy attack at the apex of the jump, stun attacks are triggered by



▲ Be sure to keep your special attack charged—it can get you out of trouble.

(8)+heavy, and uppercuts are (2)+attack (either light or heavy). Dashing is done by double-tapping and then holding (8). Pressing heavy attack while dashing will ram your target.

Perfect = imperfect

Feel free to take a hit now and then. It will enable you to absorb health power-ups that your enemy could

need desperately.

Be all that you can be

Army tanks can be used like pistols—just grab one and fire its main cannon using the weak attack button.

Play from all ranges

This one's straight from Producer Dylan Jobe. Remember that some moves make it easier to fight from your chosen range. Impaling is obvious, but don't forget the dash attack can close distances with authority, and thrown generators can knock an enemy toward you, right into your waiting attack.

Watch for the sequel

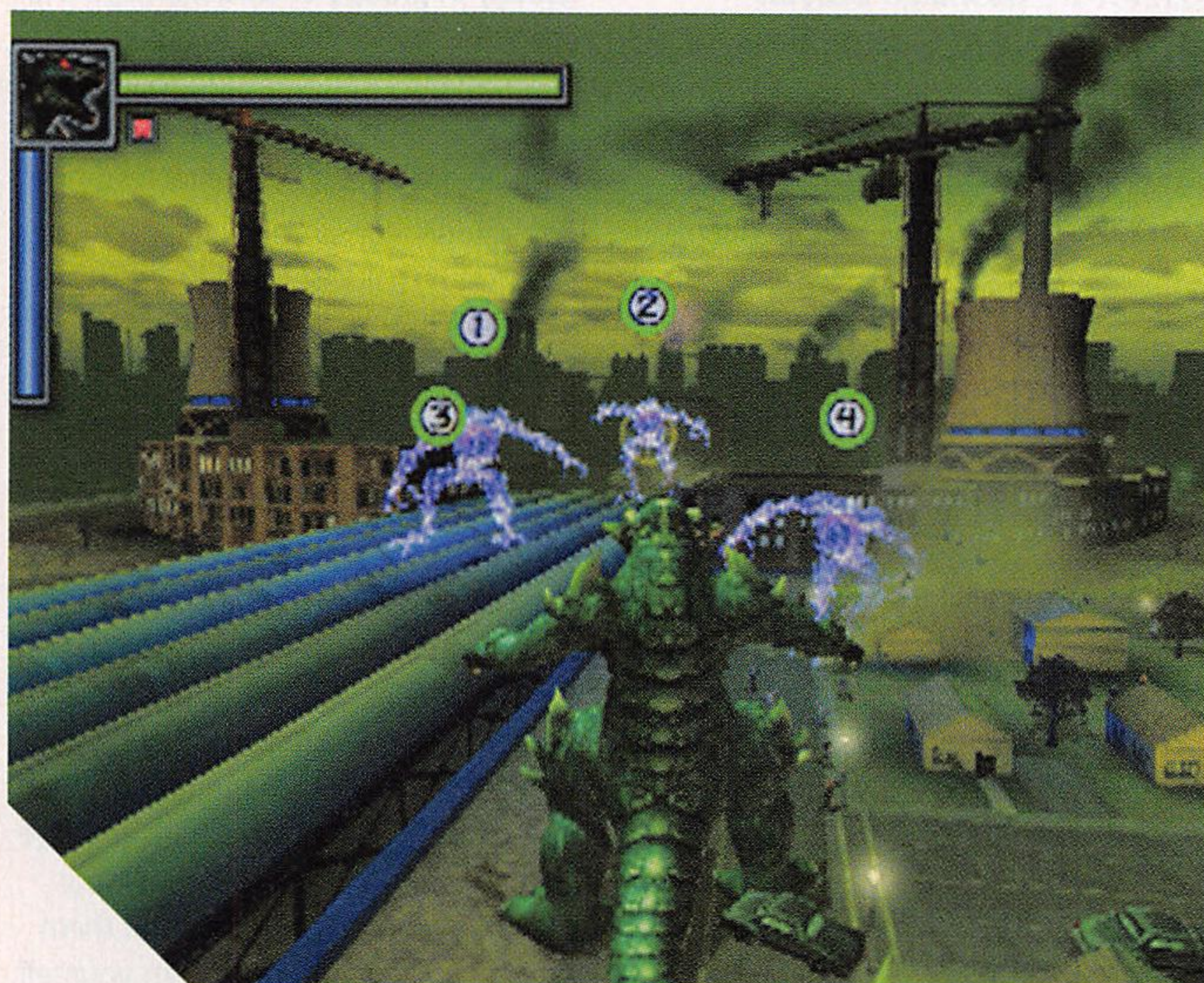
Check out the following pages for more level-specific hints, and be sure to check back next month for some more secrets that we promised Sony we wouldn't reveal just yet!

◀ will unload upon you immediately if you enter their range.

The key to this level is to take on your opponents one-on-one whenever possible, and maximize your use of tools, especially skewers, clubs, and gasoline trucks. Above all, always stay moving, and always know

where both enemies are to avoid nasty surprises. Finally, be aware that this is one of the game's harder levels, so don't get discouraged if it takes you a couple of tries to defeat it.

▼ **Battle for Atomic Island** starts you out severely outnumbered, but we can get you through it with ease.



It Came From The Skies

LOCATION: Century Airfield
OPPONENTS: Two Raptros

Only slightly less insane is this level, whose twin antagonists have tremendous firepower and maneuverability. However, they're also quite fragile, so as soon as one goes down, the other should follow quickly. Make sure that you get the big health-up at the end of the runway—not them.

If you can find a good time to climb or destroy one of the two control towers, the numerous radio antennae on this level will even the odds considerably—skewer one pursuer in place and then turn the remaining one into a pursuee. Also,

the smaller planes here (not to mention the little white gas tank) explode like grenades when thrown, or you can throw your enemy into one of the big planes for a really big boom. Then beat them with the remaining pieces of the plane.

One final note: these guys are all about their energy attacks, so strive not to get caught in their crossfire, even if it means not climbing a tower to get to better weaponry. If you do have to take a few shots, an energy-resistant monster like Kineticlops should have much less trouble absorbing them than would a robot like Ultra-V.



▲ If you see red, it's time to heave in a big chunk of debris.

Battle for Atomic Island

LOCATION: Atomic Island
ENEMIES: Four Kineticlops, plant boss

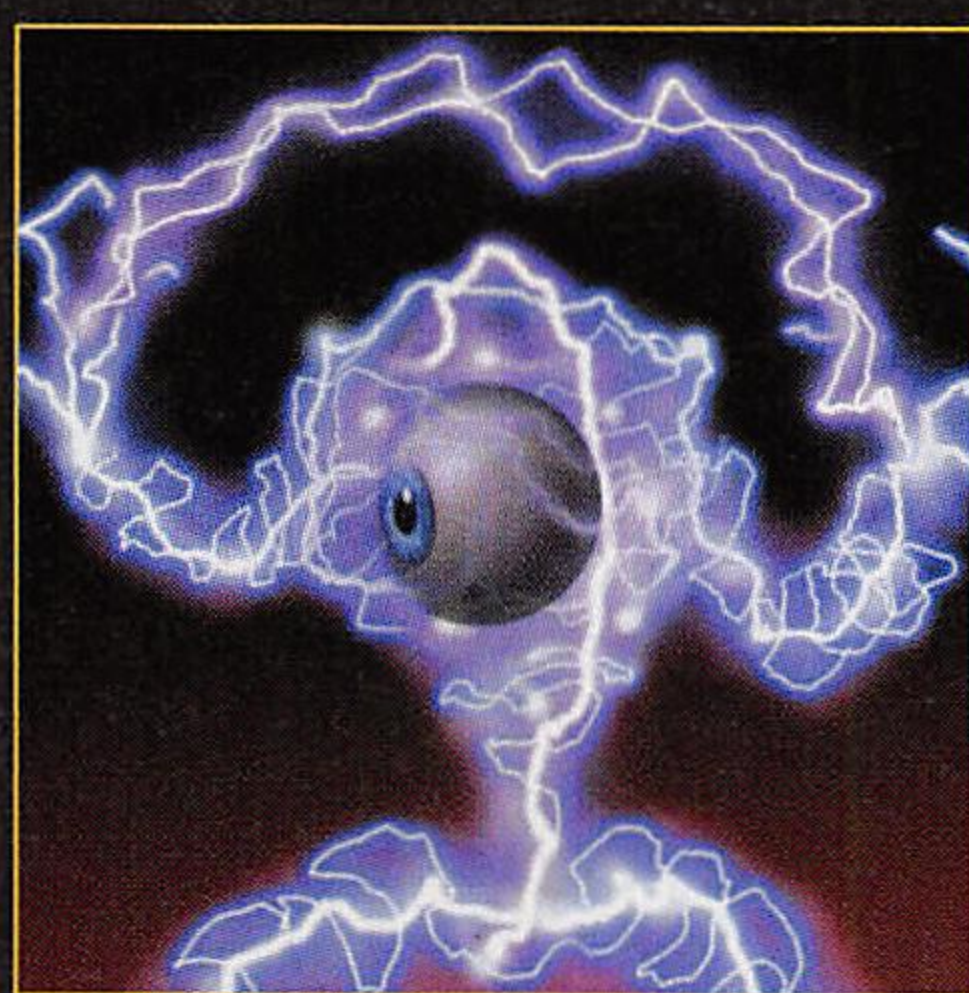
This fight looks like serious trouble at first—you face not one, not two, but four Kineticlops, followed by a boss monster. However, this battle is actually very easy if you know its secrets. The Kineticlops themselves will respawn over and over until you smash the four reactor silos that ▶

Scouting Report

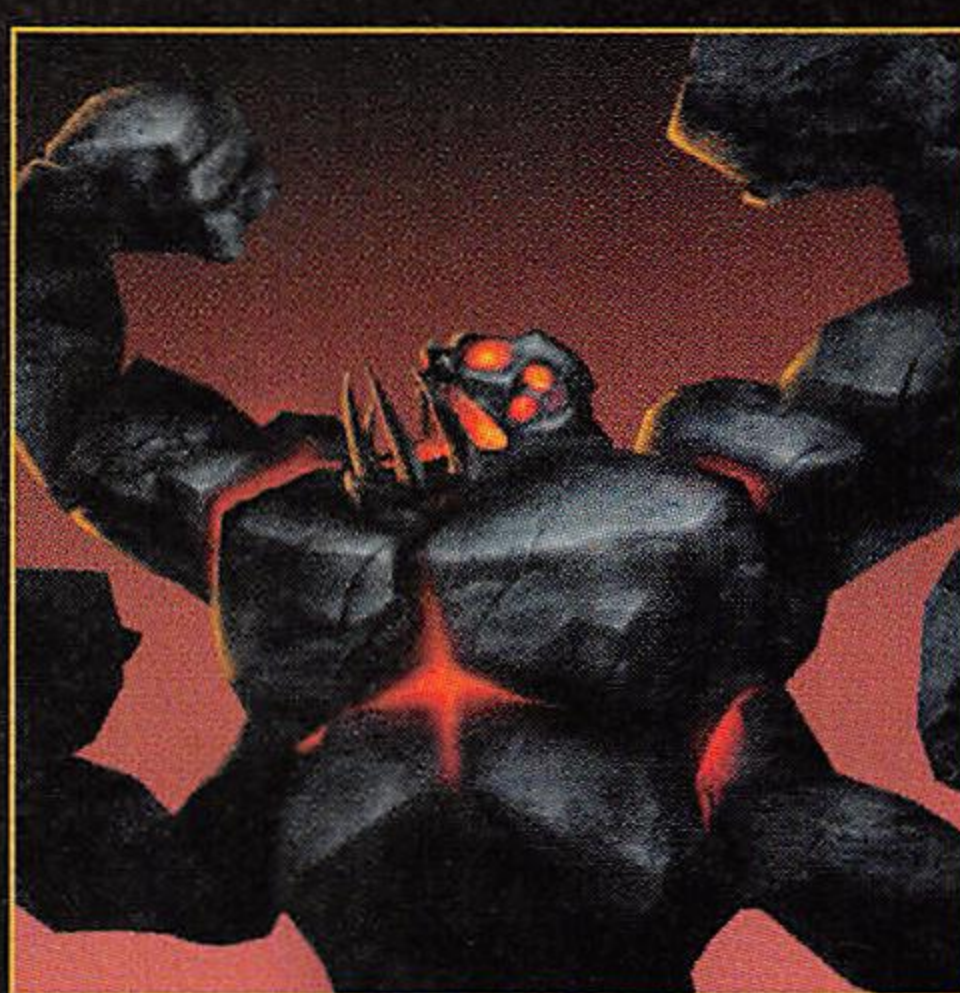
This is one well-balanced game, but there are definite differences from one monster to the next. Can't decide which monster is best suited to your destructive streak? Here's a quick and dirty guide to help you out.



▲ **Robo47** — Noble armed forces robot
A mid-level character, Robo47 is slightly fragile, but has a very fast machine gun in his chest, and an explosive special attack.



▲ **Kineticlops** — Living, nuclear, lightning
He's fast, stronger than he looks, and resistant to energy-based attacks. His projectiles are slow, but have seeking ability.



▲ **Magmo** — Four-armed lava titan
Magmo is the bruiser of the bunch; he moves slowly, but his punches are devastating and he's nearly immune to damage.



▲ **Preytor** — Lightning-fast mega mantis
Preytor isn't durable, but she's very, very quick, with super-fast combos, and ridiculously maneuverable—she can even fly.



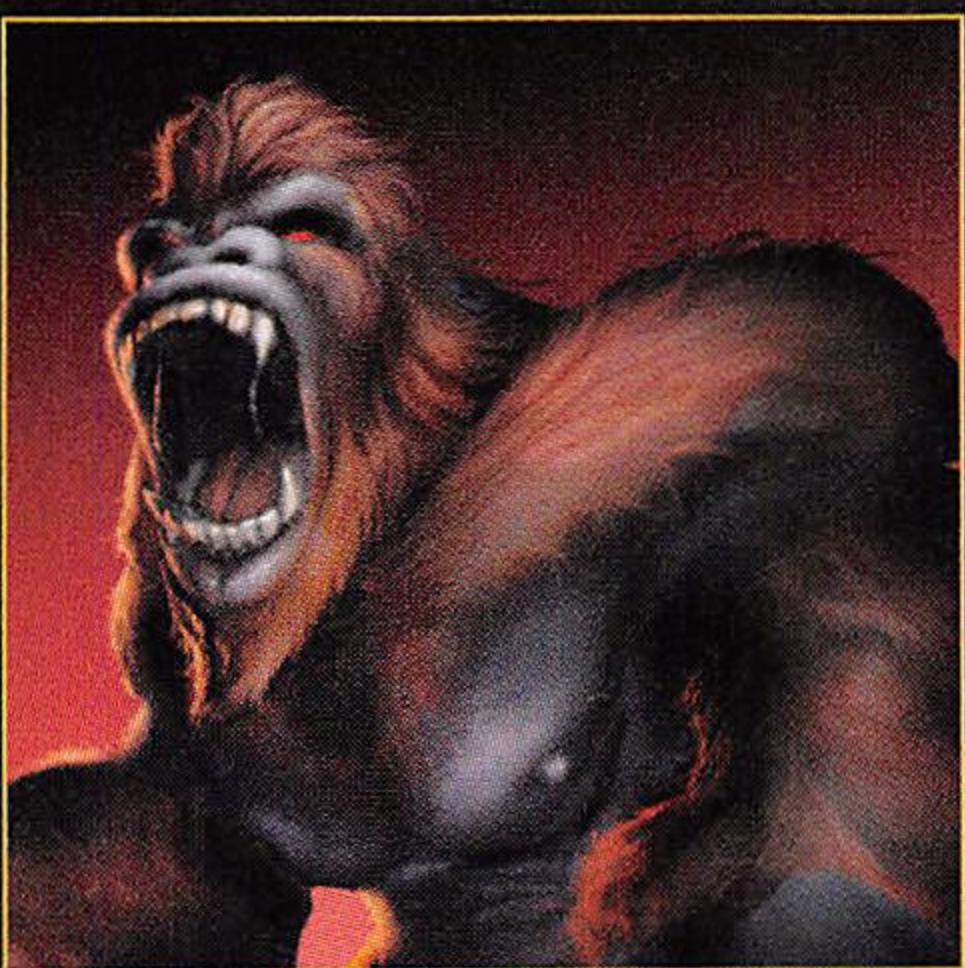
▲ **Agamo** — Stone god come to life
Agamo's special is very low-tech—his fist gets bigger. However, he's durable and well rounded, making him a good first choice.



▲ **Togera** — Scaly horror from the deep
Togera has our fave special—glowing plasma breath. He's got average speed and strength, but has some nice guard breaks.

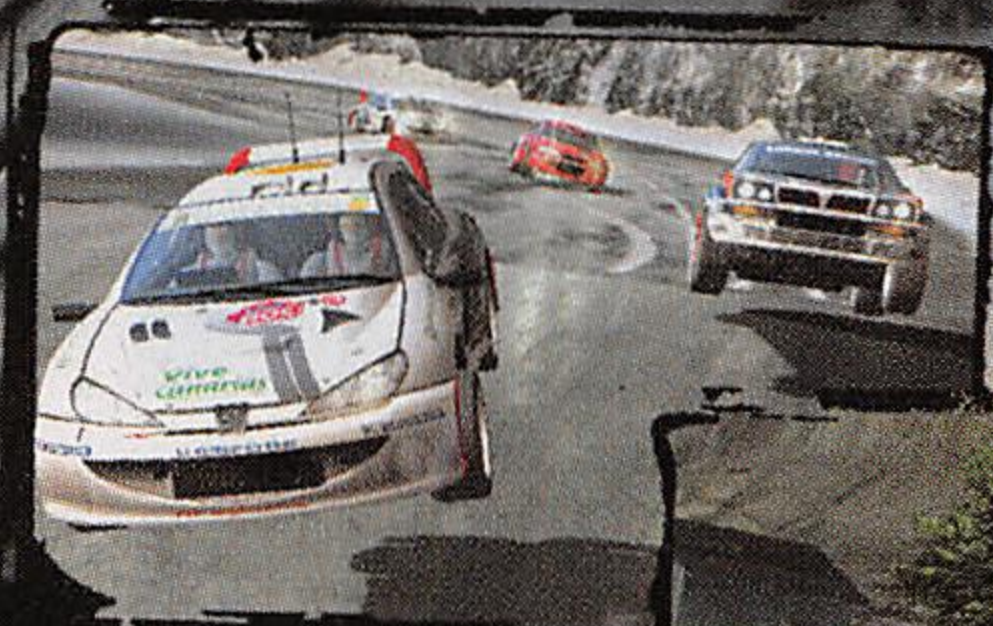


▲ **Ultra-V** — Living robot defender
This Mazinger-looking robot is fairly quick, and his jet pack adds to his maneuverability. His durability is just average, though.

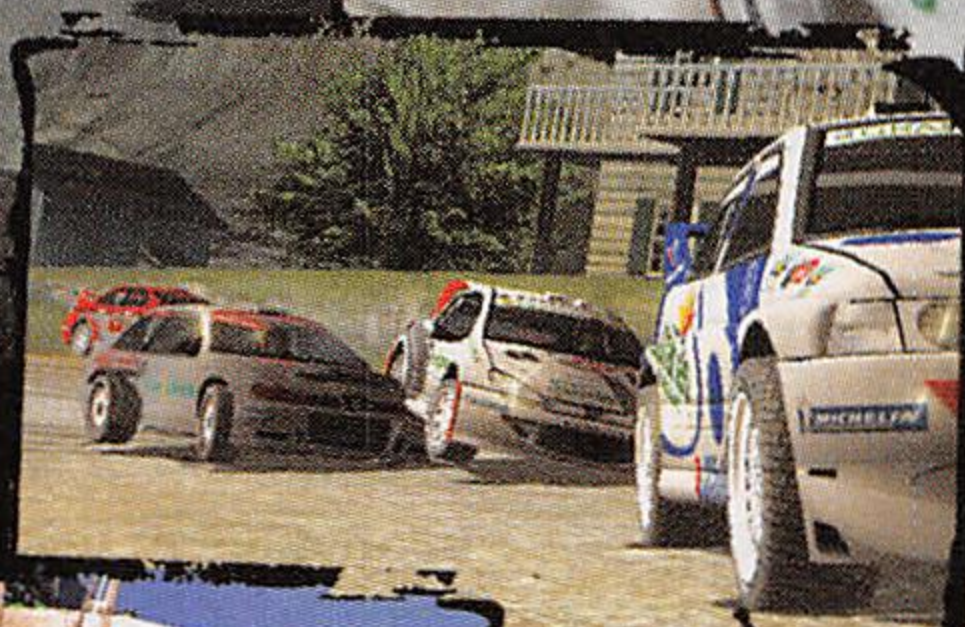


▲ **Congar** — Simian symbol of nature's fury
A good beginning character, with fast, combo-ready attacks, decent strength and a special attack that works through walls.

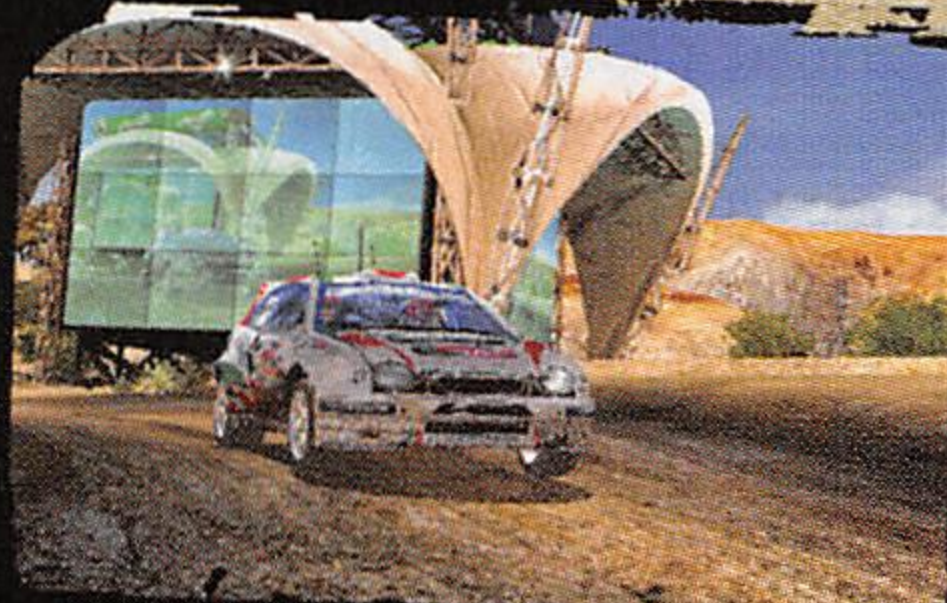
SCREAMING BRAKES.
GROANING ENGINES.
GRINDING GEARS.
AH, THE SOUNDS
OF THE GREAT
OUTDOORS.



Tear up the terrain in a multitude of modes, including Follow the Leader, Elimination, Relay and Rallycross.



Jockey for position—and even collide—with ruthless competitors in chaotic packs of cars.



Tackle hazardous weather and real-time damage that accurately affect performance.

YOU COULD WIN A KILLER GAMING SOUND SYSTEM!

Go to www.rallyfusionracing.com for details.

RALLY FUSION



"MORE MODES THAN YOU CAN THROW A STICKSHIFT AT."
— PSM, OCTOBER '02.

EVERYONE



Visit www.esrb.org or call 1-800-771-3772 for Rating Information.



PlayStation 2



ACTIVISION

activision.com

No purchase necessary to enter or win. Open to legal residents of the 50 United States (excluding Florida) at least 13 years old. Sweepstakes ends 2/14/03. Void in Puerto Rico and where prohibited. Go to www.rallyfusionracing.com for official rules. Sony Computer Entertainment America takes no responsibility for this offer.

RACE OF CHAMPIONS and RACE OF CHAMPIONS EVENT TM © 2000 International Media Productions S.A.M. © International Motorsport Promotions S.A. Licensed by International Media Productions S.A.M. and Licensing Management International Ltd. RALLY FUSION: RACE OF CHAMPIONS GAME © 2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. under license. Activision is a registered trademark and Rally Fusion is a trademark of Activision, Inc. and its affiliates. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

◀ spawn them (they're the four silos on the outside of the area, not the one in the middle). There are several gas trucks out near the small housing development at the end of the giant pipes, and this level also has a great environmental hazard: a button that vents the reactor core (filling the level's inner bowl with highly toxic radioactive sludge) when you hit it with the down attack. Look for it between the two smokestacks, and give it a shot.

Important: before destroying the fourth silo, be sure to fill up your health at least half way. If you've used up all the visible health, run around the level until they respawn—you'll be unable to avoid taking a bit of damage during the next battle, so you need your health.

After the explosion, you'll face a mutant plant boss. Grab a chunk of debris, lock onto one head, and strafe to one side. You can avoid most of the damage from the green globs it spits by running toward the plant right when they burst. The number of shots is as follows:

Three heads = two shots

Two heads = three shots

One head = five shots.

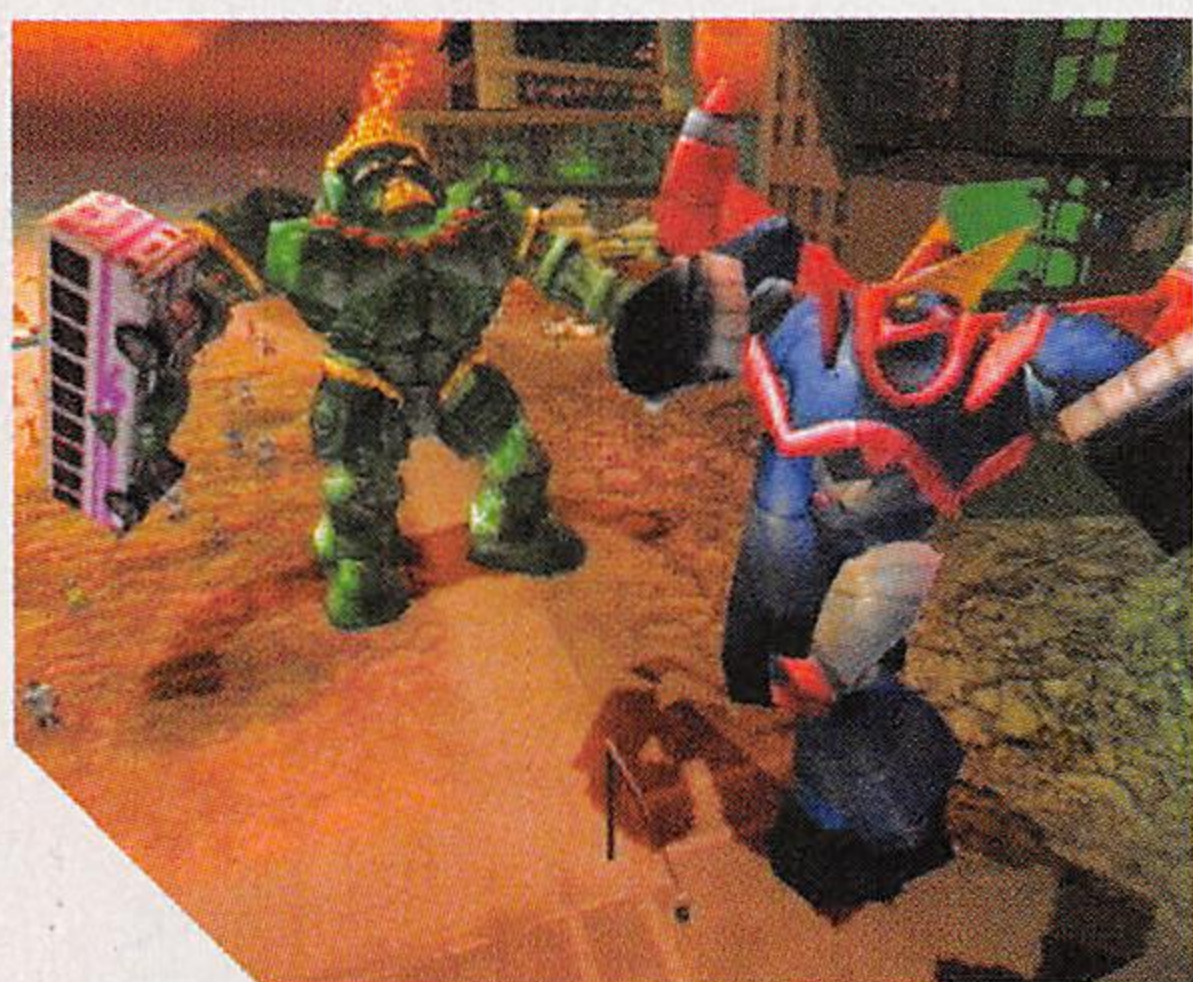
When one of the heads opens wide, toss the debris into it, run and jump to minimize damage taken from the lashing vines that will sprout from the ground, and repeat as needed.

Battle of the Titans

LOCATION: Bay Town

ENEMIES: Two Robo47s

These two are actually not terribly tough, as you should be used to getting double-teamed by now. This is a great location to take your strategy vertical. Station yourself on one of the taller towers (which often have radio towers and generators on top), and just wait for a Robo47 to climb up after you, right into your waiting beat down. The robotic monsters also seem to take extra damage from energy blasts, so you can snipe fairly effectively from the round, white tower in the map's upper corner.



▲ Each character's combo strings are slightly different, so be sure to pay attention the variations.

Terror in Paradise

LOCATION: Club Caldera

ENEMIES: Magma and Agamo

One of this level's most important sites is the inside of the volcano. There's a nice big health-up in there, and if an enemy follows you in, you can jump out and use the switch to trigger a minor eruption that inflicts good damage.

Both of these enemies are very durable, but slow. Focus on using quick, evasive tactics to really pound on one while evading the other. As always, use clubs and skewers whenever possible, and don't be afraid to run away when they get too close to you. You really can't trade punches with these two. Incidentally, the UFOs on this level are a tremendous nuisance. Shoot them down or leap into them to destroy them whenever you can.

Wave of Destruction

(translation courtesy of Sony)

LOCATION: Tsunopolis

ENEMIES: Two Ultra-Vs

By now, you should have a routine—lots of energy attacks, specials, and judicious use of the environment (especially the numerous rooftop radio towers and health on top of the very tallest building).

There's also an awesome event attack on this level. Go to the building on the edge of town with the crab sign on top (and the health at its base!) and heave something at the giant UFO levitating in the harbor. Then stay on the rooftops and watch what happens (want a hint? Read the level's name again). It doesn't do much damage, but it's so cool that you won't care.

Terror in Space

LOCATION: UFO

ENEMIES: Three Zorgulons

Three opponents equals one tough match. First, keep moving to keep them from ganging up on you. Most of the ground on the bottom floor will crack when you walk on it, so always grab masonry to use as a shield and a



▲ Always strive to be holding something in your hands when you hit an enemy—it's more damaging.



▲ Keep the columns between that beam and your body, or you'll be sorry.



▲ If you step to Cerebulon, you'd best come correct. If not, you'd best learn to shoot while running backward.

club. Watch out for mounted guns (which can be destroyed or grabbed), and if you go up to the top level (which has both energy and health power-ups) be prepared to get shot incessantly by a fleet of UFOs.

Cerebulon: Destroyer of Worlds

LOCATION: Capitol

ENEMY: Cerebulon

One more boss and you're done. Cerebulon will start out in a giant, walking UFO, protected by an energy shield. Grab something to throw (preferably the gas truck in the corner), and when he clasps his hands together, get behind a pillar and guard. After a massive energy blast, his shield will go down for a few seconds: toss the truck, pump him full of energy blasts, and repeat as necessary.

His power-suit is actually more annoying than

dangerous. It's immune to damage from anything except the glowing green pieces of his broken ship. Grab them and lob them at his head. You'll get fried a few times, but it never does much damage. After about seven hits, he'll go down. Then it's time for the main event.

Now it's just a one-on-one battle against a ferocious enemy. You can fight him straight up fairly well. His attacks lack variety, but they are very fast and brutally damaging. If you guard well, you should be able to get in a hit now and then, particularly after blocking his ten-hit (yep, that's no typo) chain.

However, there's an easier way, thanks to a tiny chink in his AI. Let him get close enough so that he stops shooting at you, but just out of his physical reach. Then, lock on and simply run backwards around the edge of the level, patiently pumping him full of weak energy blasts. If you're at the right range, he'll just chase you, pausing only to throw a car at you now and then. It takes a little practice, but once you get it, this battle is won.

COMBO-LICIOUS!

To get a quick drop on the opposition, try out these killer combos, courtesy of the game's Producer, Dylan Jobe (H=Heavy Attack, L=Light Attack).

Togera

Chomp-Chomp
Triple Tail

H-H-L-↑L-↑L-H-H
L-L-↑H-H-H

Preytor

Lightning Claw
Thorax Double Juggle

L-L-L-L-L
H-H-H-↑H-↓L-↓L

Congar

Windmill
Hammer Fist

L-L-L-H-L-H-L-H-L-H
H-H-↓L-↓H

Robo47

Longshot
Justice Hammer

H-H-H-↓H
L-H-L-H-↓L-↑H

Agamo

Smack-Slam-Boom
Boulder-Bash

L-↑H-↓H
H-H-H-↑H-H-H-H

Ultra-V

Rising Kick Juggle
Skull Slammer (double stun)

H-H-↓L-↓H
↑H-L-L-↑H-↓H

Magmo

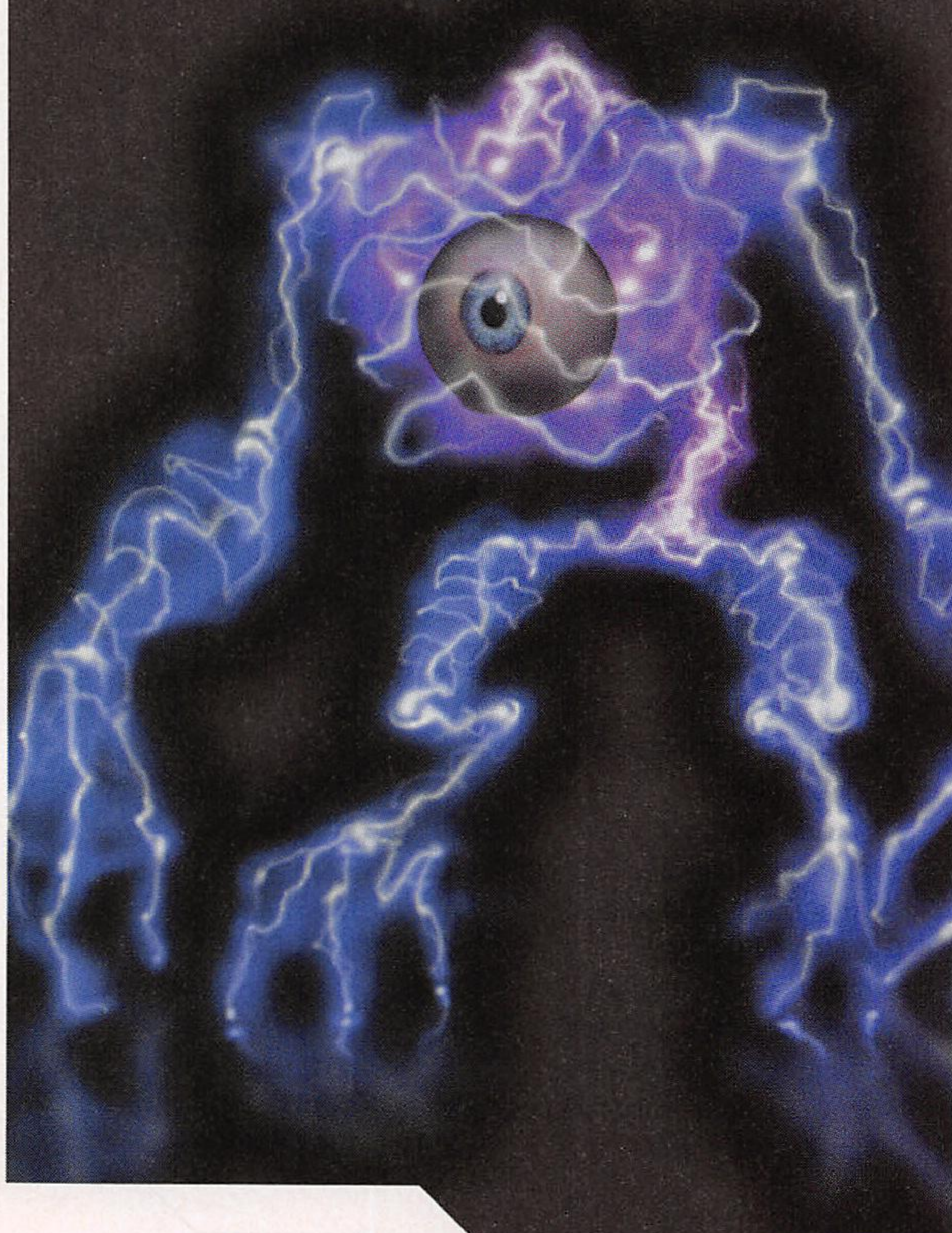
4-hit Firehand
9-hit All hands

L-L-L-L
L-L-L-H-H-L-L-H-H

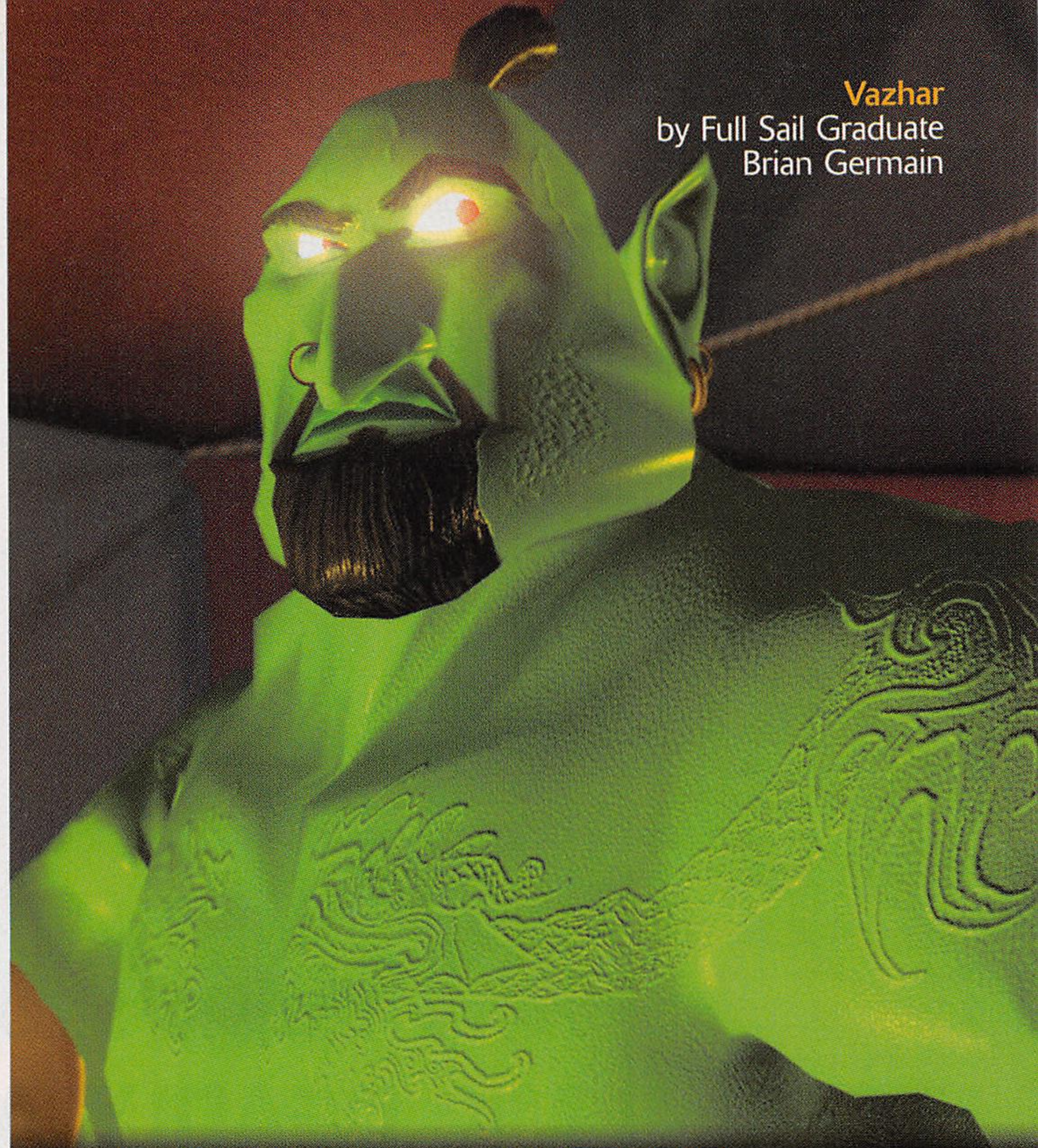
Kineticlops

Electro-Whip
Lighting Juggle

H-H-H-↑H-H-H-H
L-L-L-↓L-↓L-↑H



Vazhar
by Full Sail Graduate
Brian Germain



FULL SAIL
Real World Education

School of:

- Game Design and Development
- Computer Animation
- Digital Media
- Film
- Audio
- Show Production

800.226.7625
www.fullsail.com

3300 University Boulevard • Winter Park, FL 32792

- Financial aid available to those who qualify.
- Job placement assistance.
- Accredited college, ACCSCT.

©2002 Full Sail, Inc. All rights reserved. The terms "Full Sail," "Full Sail Real World Education," and the Full Sail logo are either registered service marks or service marks of Full Sail, Inc.

TAKE THE PSM CHALLENGE!

RULES You can't send an entry for each challenge. If you cheat or use codes, you'll be disqualified. The final letter for the contest will be accepted on March 1st. If there are multiple winners, the final winner will be decided by the best paragraph that explains why you're the winner. Send a picture or a videotape (non-returnable) and a short paragraph explaining why you're the winner. Sorry, no e-mail entries! Due to legal constraints, this contest is open only to readers living in the United States, age 18 years or older.

SEND YOUR ENTRIES TO: PSM February Challenge # (the challenge you're entering)
c/o Future Network USA,
150 North Hill Drive, Brisbane,
CA 94005.

THE CHALLENGES

Challenge #1: Rygar: The Legendary Adventure

Unlock any three extra diskarmors: hamburger, pizza, guitar, or especially the super-tough Udonarmor. Photograph or videotape the screen showing these diskarmors as selectable.

Challenge #2: Mortal Kombat: Deadly Alliance

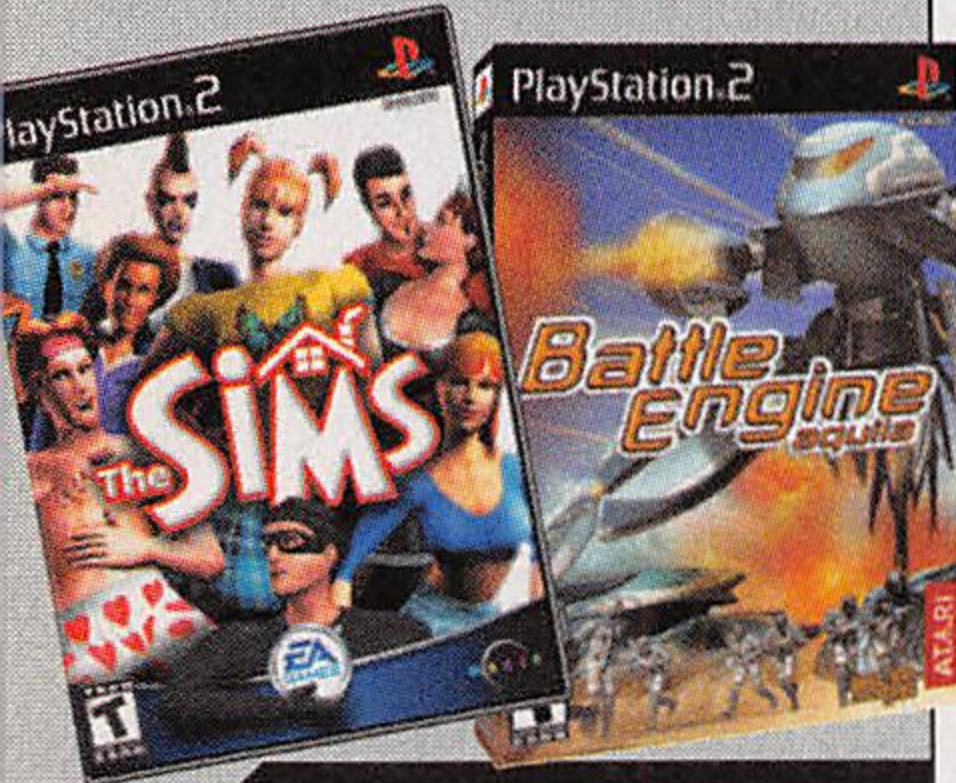
There are two characters missing from our fatality list: Mokap and Blaze. Tell us what these characters' fatalities are, and send us a photograph or videotape showing you pulling them off.

Challenge #3: War of the Monsters

There's a super-special character hidden in the game that you can't unlock with points. Find this character, and send us a photo or videotape showing it being used in battle.

THIS MONTH'S PRIZE PACKAGE

The Sims game
Tomb Raider: The Angel of Darkness game
Battle Engine Aquila game



NOVEMBER WINNERS

Kingdom Hearts
Brenan Tagalan, Kent, WA

Tekken 4
John Fernandez, NY, NY

NFS: Hot Pursuit 2
R. Mulligan, New Carrollton, MO

▼ Fatalities are back, and deadlier than ever!



MK: DEADLY ALLIANCE

Fatalities And More!

Fatalities

(all commands are entered as if facing to the left)

Bo Rai Cho	Belly Flop	←←←↓⊙
Cyrax	Claw Smasher	→→↑△
Drahmin	Iron Bash	←→→↓⊗
Frost	Freeze Shatter	→←↑↓⊙
Jax	Head Stomp	↓→→↓△
Johnny Cage	Brain Ripper	←→→↓△
Hsu Hao	Laser Slicer	→←↓↓△
Kano	Open Heart Surgery	→↑↑↓⊙
Kenshi	Telekinetic Crush	→←→↓⊗
Kitana	Kiss of Doom	↓↑→→△
Kung Lao	Splitting Headache	↓↑←⊗
Li Mei	Super Crush Kick	→→↓→⊙
Mavado	Kick Thrust	→→↑↑⊙
Nitara	Blood Thurst	↑↑→⊙
Quan Chi	Neck Stretcher	←←→←⊗
Raiden	Ultimate Electrocuton	←→→→⊗
Reptile	Acidic Shower	↑↑↑→⊗
Scorpion	Spear Head	←←↓←⊙
Shang Tsung	Soul Steal	↑↓↑↓△
Sonya	Kiss of Death	←→→↓△
Sub Zero	Skeleton Rip	←→→↓⊗

Unlock extra combatants

Character	Krypt	Koins
Blaze	PN	684 Onyx (Konquest must be finished)
Cyrax	CN	3003 Platinum
Drahmin	UR	6500 Sapphire
Frost	IV	208 Ruby
Hsu Hao	MW	3317 Jade
Jax Briggs	SA	3780 Ruby
Kitana	KI	2931 Sapphire
Mokap	YP	511 Gold (Konquest must be finished)
Nitara	TI	4022 Gold

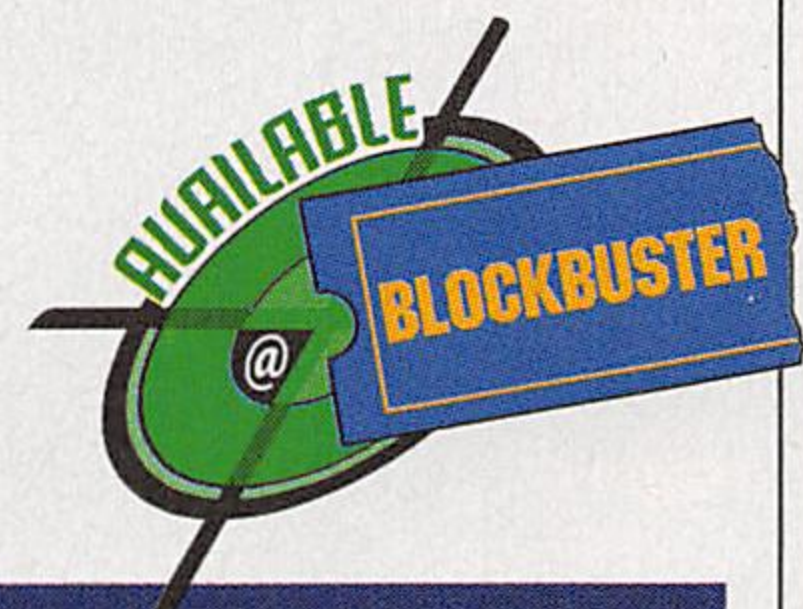
Raiden	XG	3116 Jade
Reptile	LL	3822 Gold

Unlock extra arenas

Zone	Krypt	Koins
Dragonfly	WT	1400 Jade
House of Pekara	HP	2093 Onyx
Lava Shrine	II	1843 Gold
Moloch's Lair	ZD	98 Ruby
Nethership	DS	1472 Ruby
Palace Grounds	KR	4222 Sapphire
Sarna Ruins	PW	2006 Sapphire

Unlock alternate costumes

Outfit	Krypt	Koins
Bo' Rai Cho in vest	PH	1200 Onyx
Cyrax as human	ZW	1485 Sapphire
Drahmin as mummy	SW	1152 Jade
Frost unmasked	UB	1261 Gold
Hsu Hao w/out hat	QX	1518 Jade
Jax in street clothes	ZM	1410 Ruby
Johnny Cage in tuxedo	DK	1460 Ruby
Kano MK1 clothes	BD	1520 Sapphire
Kenshi w/ torn clothes	YM	1435 Platinum
Kitana costume 2	BQ	1327 Gold
Kung Lao MK1 clothes	YJ	1208 Ruby
Li Mei in bikini	KX	1406 Sapphire
Mavado w/ armor	RD	1455 Jade
Nitara costume 2	AR	2206 Jade
Quan Chi MK4 clothes	AA	1556 Gold
Raiden as samurai	JR	1685 Ruby
Reptile w/ skull helmet	XO	1736 Sapphire
Scorpion w/ flaming skull	UH	1660 Jade
Shang Tsung MK2 clothes	ML	1170 Gold
Sonya Blade military fatigues	SH	1834 Ruby
Sub-Zero w/ mask	YA	1999 Sapphire



RYGAR: THE LEGENDARY ADVENTURES

Beat The Bosses!

Hekotonchieres

Hekotonchieres is comprised of two giant entities on the ends and a horse in the middle. To beat him, get up close and personal and simply stand on the rock just to your left of the horse. You'll be tucked away just out of the range of their attacks. Start pounding and use summons (B + A).

Icarus

In this first Icarus encounter, just keep attacking. To achieve maximum damage, it is best to get behind him and then attack.

Sphinx

In his first form, you will have to be patient. Hit one of the four shields that circle you to make the sphinx appear. When the sphinx is within reach, try to use combinations from a short distance, constantly moving and jumping to avoid aerial attacks. In his second form, first use the holy diskarmor to hit its pendulum-like form as soon as it appears, preempting its attacks. (If you like, destroy all the pillars first to increase visibility).

Cetus

Walk to the edge of the ice and start pelting the giant fish with your hades or heavenly diskarmors. Occasionally, Cetus will use projectile attacks, so jump over them. Watch for him as he dives under the water and chops off the front of the walkway.

Minotaur

He uses his shield well, so target his non-shielded side from a distance (and from behind, if possible) with the hades diskarmor, and watch for his occasional sword attack and his spiked tail.

Centaur

The centaur will charge along the length of the cavern, firing arrows and trying to jump over you. Dodge to one side and try to get a couple hits from an angle while he passes.

Icarus 2

Watch for the glow surrounding Icarus. You'll have to use a color of diskarmor other than the color of his glow (red=not hades, yellow=not heavenly, blue=not sea). Get in a couple hits immediately after you block his combo attack (use B or L to block). Also, run under and behind him while he executes his airborne attack, then hit him from behind. This should work just fine.

Typhon

Attack the heads as they present themselves. Go to the edge of the rocks and jump, hitting them with your hades diskarmor. Eventually, each of the heads will come at you on the edge of the rocks. Stay off to the side and use combination attacks.

Echidna

Echidna will be a time-consuming boss fight. The boss will spew several spiders out at you directly in

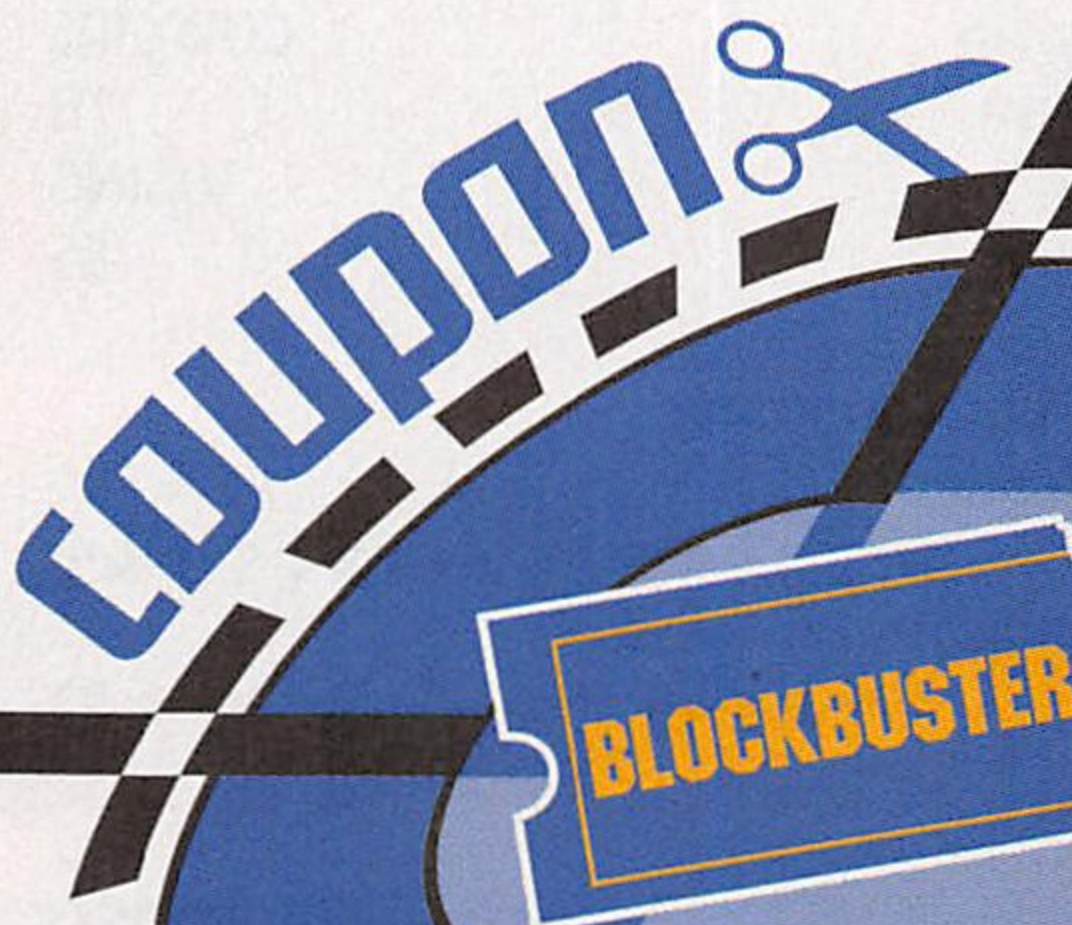
front of her. If you stand in front and back a little you can kill all the spiders at once as soon as they are spat out. They will give you health and icol (although summons have no effect). The best position to take is next to Echidna's front legs. Here, her breath attack will not touch you. Use the heavenly diskarmor in spinning combination attacks to hit both spiders and Echidna's head to cause damage.

Chronus

Chronus comes directly on the heels of Echidna. You will have to basically come at Chronus directly and use your hades diskarmor to jump and attack before he knocks you back. Be sure to keep moving to dodge his aerial attacks. Make full use of your summons.



▲ You can earn several different diskarmors (hamburgers, pizzas, etc.) by playing through *Rygar*. But you'll have to get past Typhon here first.



rent one get one free

Expires February 28, 2003

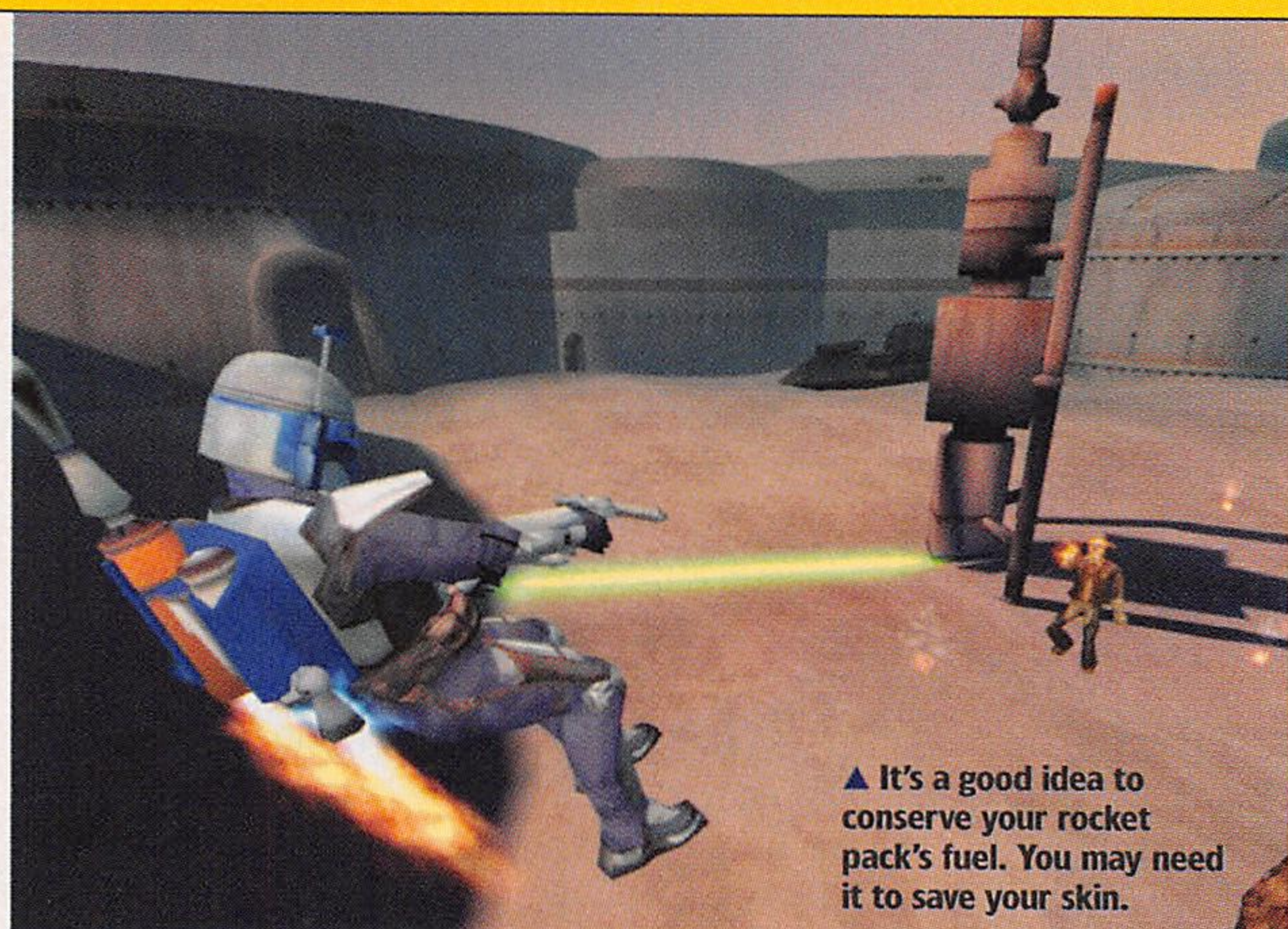


5610VC00048

Free and paid rentals must be taken at the same time. Excludes equipment and movie rentals. Not valid with any other discounts or offers. You may not redeem multiple coupons during same visit. Membership rules apply for rental. Customer responsible for all applicable taxes and extended viewing fees. This coupon may not be exchanged for cash, sold, transferred or reproduced and must be relinquished at the time of redemption. Offer valid only at a participating Blockbuster® store. Credit will be applied to lowest rental price. Cash redemption value 1/100¢. Void if lost or stolen.

Blockbuster name, design and related marks are trademarks of Blockbuster Inc. © 2002 Blockbuster Inc. All rights reserved.

STAR WARS BOUNTY HUNTER



▲ It's a good idea to conserve your rocket pack's fuel. You may need it to save your skin.

Establish a no-fly zone

One of the best things to remember for Jango is to not use his jetpack unless absolutely necessary. Instead, save that fuel for when you're falling off of a high ledge so that you can propel yourself back up. It's a huge time saver.

The best view to a kill

When approaching large groups of characters, do so slowly. It's almost impossible to discern your alternate bounties when in a firefight, so it's a better idea to hang back and scan the crowd before jumping in.



All tied up

If you're more the gung-ho type, there's an alternate way to scan for bounties in large crowds of people: The whipcord. Bind everyone you can find and scan them afterwards, harder to do than the previous tip we offered for sure, but it's much faster.

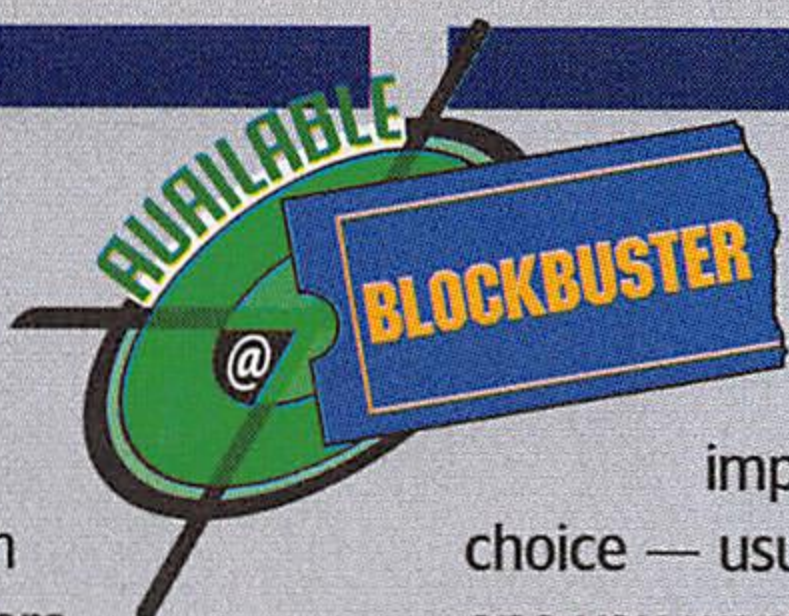
Baiting the Bandos

Having trouble defeating those elusive Bando Gora? Fire a loud shot into a random spot on the screen and they'll begin to charge you. As they approach, they're clear targets for destruction. Happy poaching!

LEGENDS OF WRESTLING II

Start smart for a fierce finish

The key to the grappling system is learning the setup positions that lead to later moves, especially finishers. This isn't *SmackDown!*, where moves can be done with one button. Memorize which buttons lead to which setups and you'll quickly develop a more effective move set.



Bet on losing

Though the gambling system may be tempting, it's probably wisest to earn coins the old-fashioned way. The roulette timing makes it almost impossible to land on the space of your choice — usually, you'll pick the spot right after the one you want.

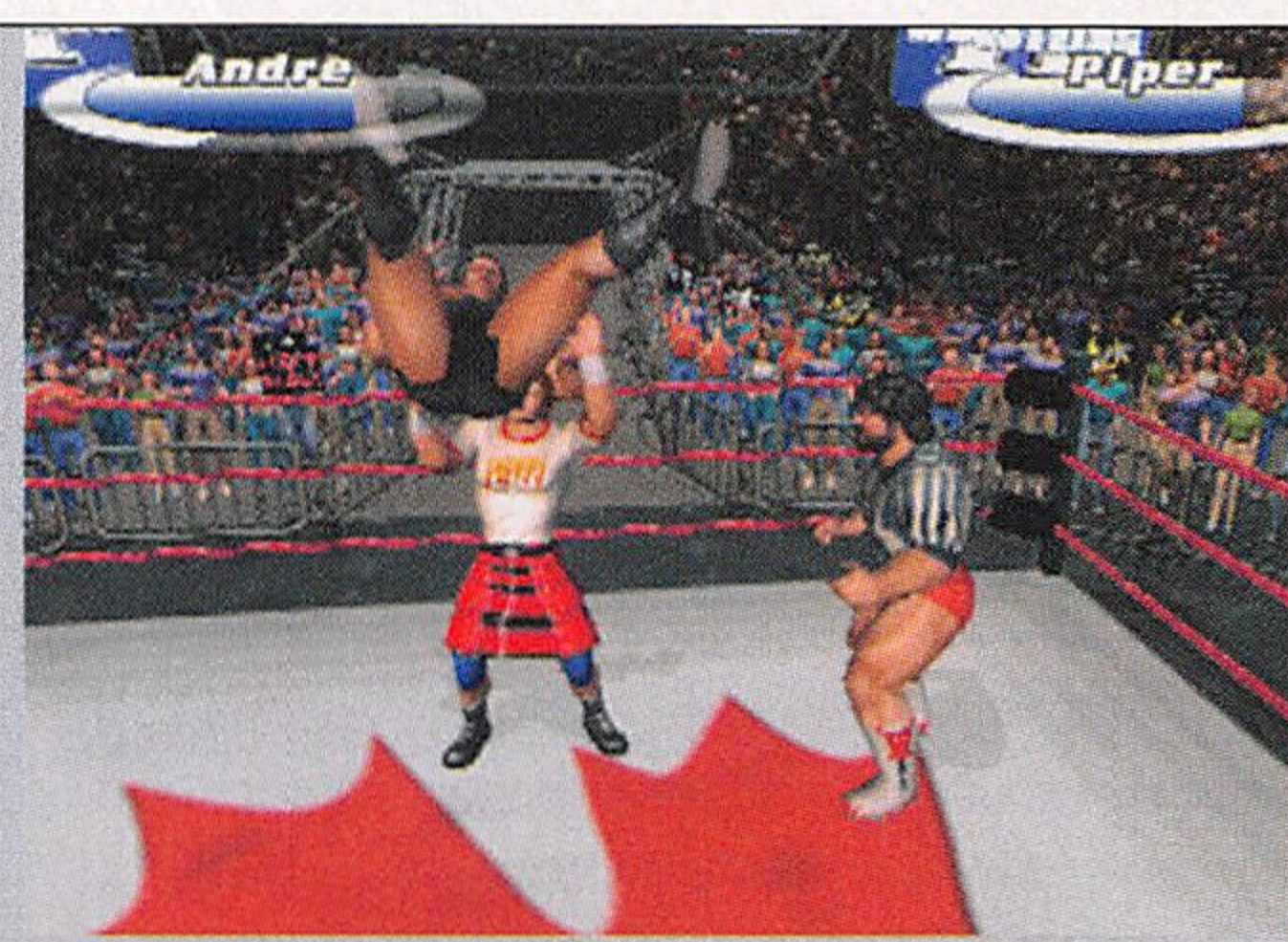
Earn their applause

Success in Career Mode isn't determined by wins, but by audience reaction. Pay close attention to the bonuses and penalties to the audience meter, and shape your matches accordingly. In particular, more varied moves are key to audience appeal, so study those move trees.

Slaps first, slam later

Take the high road

Cage matches offer two options for victory — climbing over the top or escaping through the door. The door may seem quicker, but it also offers an easy avenue of escape for your opponent if he somehow gets the upper hand after it breaks. Climbing over the top is the way to go.



▲ Rowdy Roddy Piper executes a move on Andre the Giant that would have certainly ended in doom if he'd tried it in real life.

When fighting against the computer, remember to soften them up with a few quick "ready" moves (A) before trying more complex grapples. A fresh AI opponent has almost perfect reversal timing, and will turn almost any attack right back against you. Wear them down before you get fancy.

CODES

Tony Hawk's Pro Skater 4

Always Special	doasuper
Perfect Rail	ssbsts
Perfect Manual	mullenpower
Moon Gravity	superfly
Matrix	nospoon
Unlock hidden skaters	homielist

Tom Clancy's Ghost Recon

Codes entered on title screen:

Unlock all missions (X) L2 (A) R2 SELECT

Unlock all special features (L1) L2 (R1) R2 (X) SELECT

Codes entered through in-game pause menu:

Superman (L1) R2 (L2) R1 SELECT

BMX XXX

Stage select	MASS HYSTERIA
Play as Amish Boy	ELECTRICITYBAD
	or I LOVE WOOD
	65 SWEET RIDES
All bikes	CHAMPAGNE ROOM
All FMV sequences	

Contra: Shattered Soldier

To get 30 Lives instead of 3: using analog controller 2, enter the following while on the main menu

↑↑↓↓ (L1) (L2) (L3) (R3)

Tiger Woods PGA Tour 2003

Cheat Codes can be input in the Options Menu

Unlock all courses	14COURSES
Unlock all golfers	ALL28G
Unlock all content	ALLTW3

Unlock individual golfers:

Super Tiger Woods	SUNDAY
Dominic Donatello	GODFATHER
Charles Howell III	BANDPANTS
Solita Lopez	SOLITARY1
Val Summers	VALENTINE
Melvin Tanigawa	YOYOYO
Ty Tryon	TYNO
Josey Scott	SUPERSTAR
Cedric Andrews	IAM#1
Stuart Appleby	ORANGES
Notah Begay III	NOTABLY
Mark Calcavecchia	CALCULATE

Stewart Cink
Brad Faxon
Jim Furyk
Justin Leonard
Hamish McGregor
Takeharu Moto
Kellie Newman
Mark O'Meara
Vijay Singh
Steve Stricker

SINK
XON
THESWING
JUSTINTIME
MCRUFF
2TON
COWGIRL
TB
VJSING
SS

Evolution Skateboarding

Open all stages

(L2) (R2) ← → ← → ← → ↓ ↓ ↑ ↑ ↓ ↓

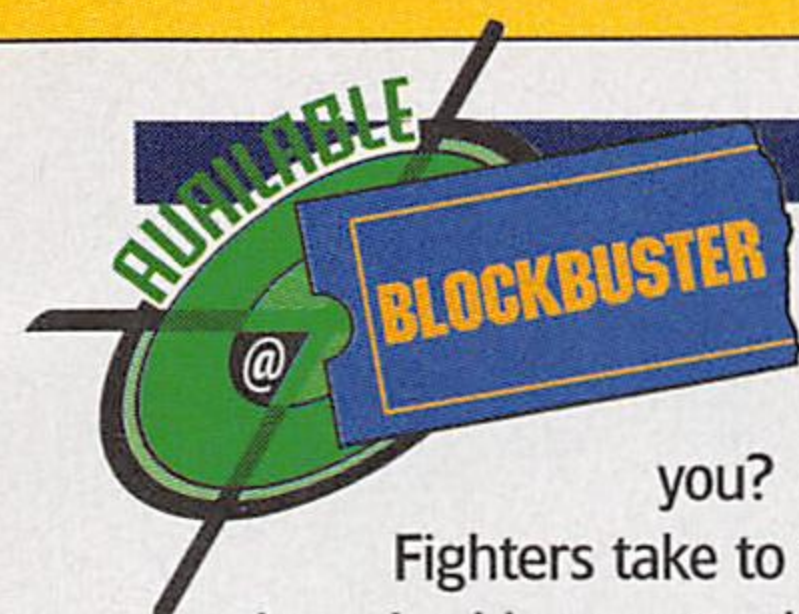
Hidden Characters/Big Heads

↑ ↓ ← → ↑ ↓ ← → ↑ ↓ ← → ⊙

Dr. Muto

Invincibility	NECROSCI
Invulnerability	CHEATERBOY
Unlock all gadgets	TINKERTOY
Unlock every morph	EUREKA
Unlock all Transloaders	BEAMMEUP
Secret morphs	LOGGLOGG

DRAGONBALL Z: BUDOKAI



Aerial antics

Do the flight mechanics seem a little nonsensical to you, so, you're right.

Fighters take to the air only when launched by an attack. Knock your enemy into the air with an (ⓐ) attack, and follow them up by pressing (↑). The launched character can descend in similar fashion.

Hit 'em up

This is one juggle-happy game. Most opponents in Story Mode can be easily taken out by following up Goku's (←+⊕) attack, which launches them into the air, ready for a follow-up punch combo. Don't be afraid to play cheap—the game's designed that way.

Blast 'em when they're down

Since there's no ukemi maneuver in *Budokai*, it's easy to tick some damage off an opponent

with the Ki Blast Wave. Hammer (⊙) as soon as your opponent hits the ground (or otherwise falls, if they're in the air) and you can rack up two or three free hits.

Smaller is smarter

Smaller fighters have a distinct advantage over larger opponents in versus mode. In particular, Kid Gohan can duck under the majority of strikes from a tall opponent like Nappa.

Minimize the mini-game

If the opening mini-game in Story Mode proves difficult, don't try so hard. Where Goku holds Raditz is only important when the timer runs out, so don't bother rotating the analog stick until the last few seconds. Constantly switching directions makes it easy to overshoot the marker.



▲ Small fighters make smaller targets in *Dragonball Z: Budokai*, although it'll hurt plenty when a punch does connect.

See all movies
Super Ending movie

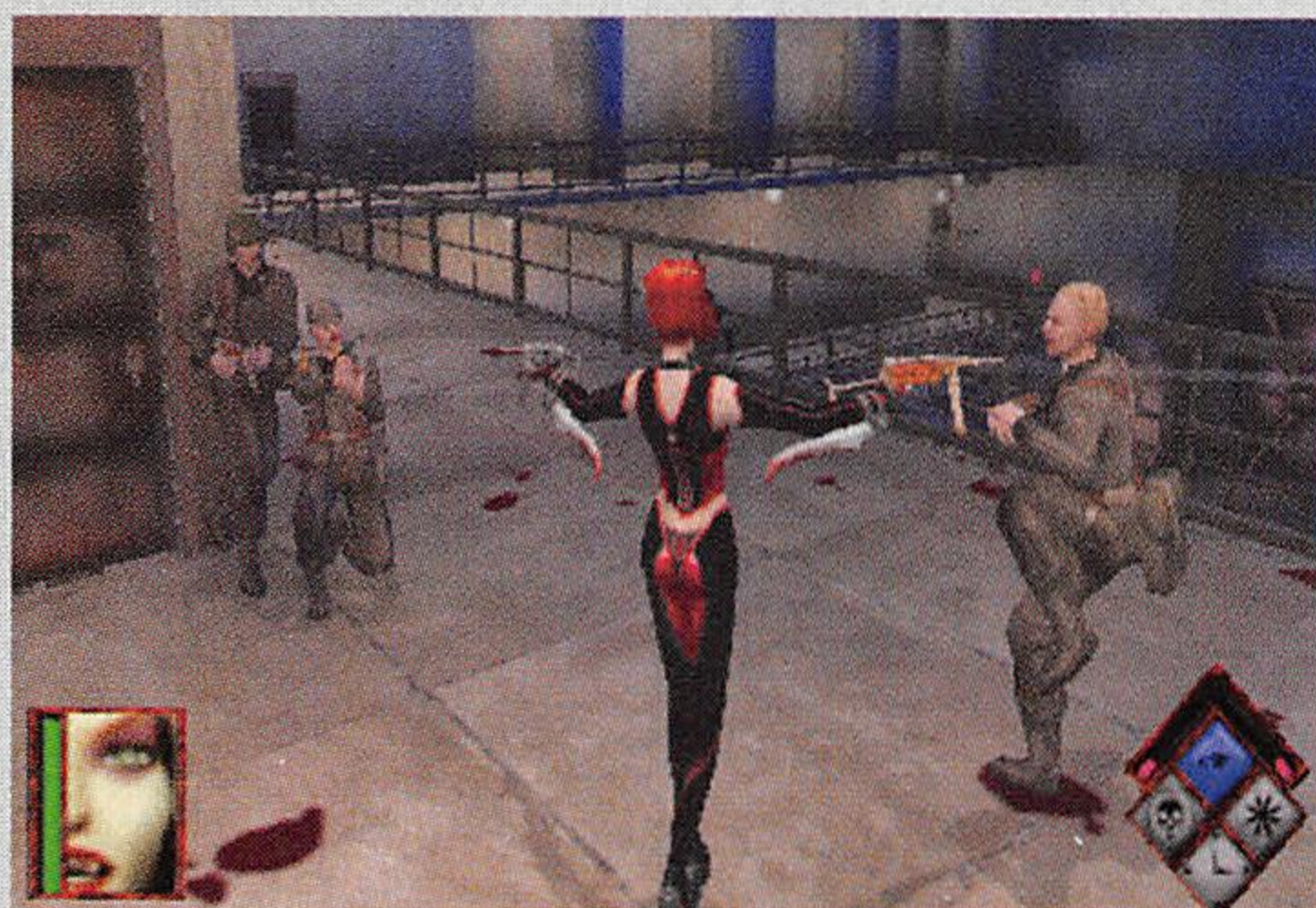
**HOTTICKET
BUZZOFF**

Minority Report

Restore armor	STEELUP
Double Health	SUPERJOHN
Restore Health	BUTTERUP
Dramatic Finish	STYLIN
All Weapons	STRAPPED
Unlock All Movies	DIRECTOR
Unlock Pain Arenas	MAXIMUMHURT

Tip:In the level 'Everybody Runs,' take a lift up to the docking station above the Ready Room for some easy money.

Bloodrayne



God Mode	TRIASSASSINDONTDIE
Time Factor	NAKEDNASTYDISHWASHERDANCE
Restore Health	LAMEYANKEEDONTFEED
Freeze Enemies	DONTFARTONOSCAR
Fill Bloodlust	ANGRYXXXINSANEHOOKER
Show Weapons	SHOWMEMYWEAPONS
Juggy	JUGGYDANCESQUAD
Dismemberment	INSANEGIBSMODEGOOD

X-Men: Next Dimension

Unlock All On the main menu, hold **1** and press
→→←←↓↑⊙

Rayman Arena

Load up the game, with a memory card in slot one. Select New Game and choose YES (to create a new save file). Type the Cheat Code (but do NOT confirm it with END). Instead, press **[L2] + [R2] + [C]**. A Cheat Detection Message should appear. Cheats can be combined, but using them will disable your save option.

Every Character Available	PUPPETS
Every Skin Available	CARNIVAL
Every Level Available (only in Mode 1)	FIELDS
Every Level Available	ALLRAYMANM
Every Race Level Available (Mode 1 only)	TRACKS
Every Race Level Available	ALLTRIBE
Every Battle Level Available (Mode 1)	ARENAS
Every Battle Level Available	ALLFISH
All maps with an Charlie Chaplin-like image and music (black and white, ...etc.)	OldTV
3D mode with 3D glasses	3dVision

Superman : Shadow of Apokolips

Infinite Super-power	JOR_EL
Infinite Health	SMALLVILLE
All enemies have double health	BIZZARO
Unlock all levels in Level Attack	JOHN_CORBIN
Unlock all Character BIO's	LARA
Unlock all Movies	LANA_LANG
Enemies have half health	LESLIE_WILLIS
Everything unlocked	WXYZPTLK

Whirl Tour

Unlock all normal levels
 □ □ □ □ → ↓ ▲ ↑ ← ○ □ ↓ ↑ R □ ↓ ↓

Unlock all bonus levels
 ↑ ↑ ↓ ↓ ← → ← → □ ○ ▲

Unlock all race levels
 □ ▲ ○ □ □ ○ R ▲ □ ○ R □

Unlock all characters and levels

(A) (B) (C) (A) ↓ → ↑ ← (L1) (L1) → → ↓
 ↑ (R1) (C) ← (B) (B) ↓

Unlock all scooters

Complete all objectives for current level

Unlock everything on the extras menu

Hot Wheels Velocity X

The majority of the cheats are unlocked by doing the opposite of the challenge objective. So for instance, if one challenge says 'Avoid the orange Barrels,' you have to hit all the Orange Barrels to unlock a cheat.

Unlimited ammo	Hit 50 barrels in challenge 18
Unlock all cars	Hit 11 bonus stunt items in challenge 8
Unlock all items	Find hidden key in challenge 18
Unlimited health	Hit 179 barrels in challenge 17
Unlock worlds	Hit 20 barrels in challenge 7
Unlock FMVs	Hit 40 barrels in challenge 12
Unlimited turbo	Pick up 7 zappers in challenge 4

Drome Racers

Unlock all tracks $\longleftrightarrow \longleftrightarrow \uparrow \downarrow \uparrow \downarrow \textcircled{A} \textcircled{A} \otimes$
Instant win In the front end, press
 $\longleftrightarrow \longleftrightarrow \uparrow \downarrow \uparrow \downarrow \textcircled{B} \textcircled{A} \textcircled{C}$ to enable. Then, during a
race, use L3 to instantly win.

SpongeBob SquarePants: Revenge of the Flying Dutchman

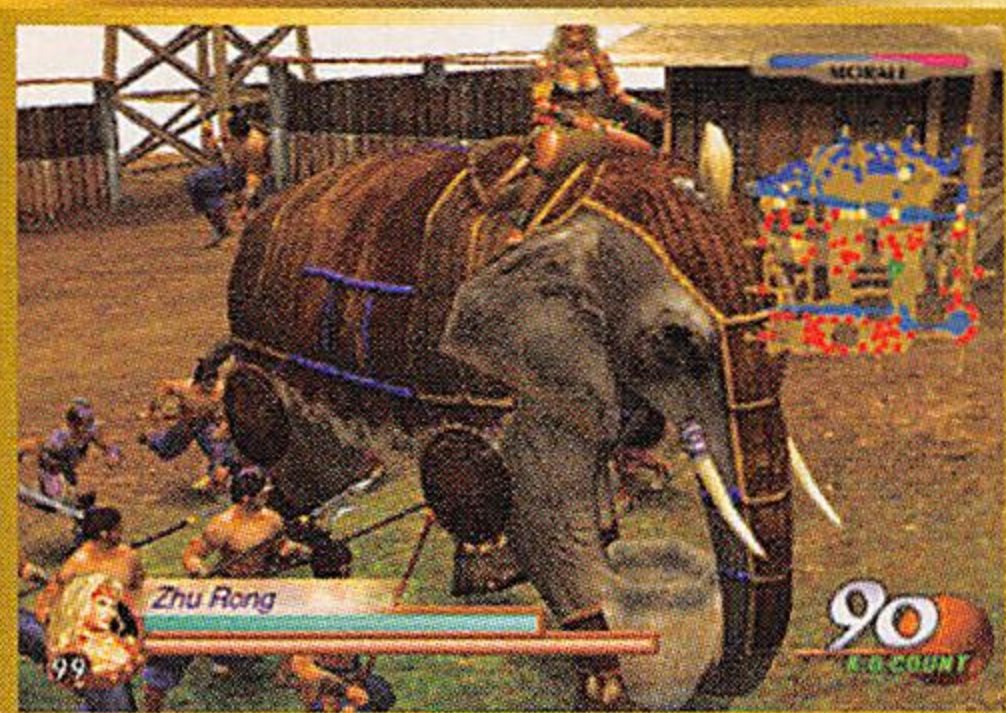
Level select Press to pause game, then press and hold to bring up list, and use to choose level.

The Powerpuff Girls: Relish Rampage

Get 30% health boost 

Get 100% health boost 

Get extra chemical X bottle 



PlayStation®2



Xtreme Legends™

DYNASTY WARRIORS 3™

The Warriors Return, and the Battle Rages On...

7 Untold Stories

Play as 7 fierce generals in Musou mode: Lu Bu, Diao Chan, Meng Huo, Zhu Rong, Zhang Jiao, Dong Zhuo and Yuan Shao. Completely revamped stages with new scenarios and events.

Customize Your Bodyguards

Assign playable characters, including Lu Bu, as your bodyguards. Use Double Musou Attacks in a one-player game. Select the gender, uniform, and weapon for each guard in your unit.

● Discover 5th Weapons and New Items! ● Four New Challenge Modes! ● New "Very Hard" Difficulty Level! ● 2-Player Co-op & Versus Modes!

DW3 REMIX!!!

Play XTREME LEGENDS by itself or with Dynasty Warriors 3 to power up the original with new XL features. Memory Card data is fully compatible between both games.

MSRP \$29.99

The KOEI logo is a trademark of KOEI Co., Ltd. in Japan and/or other Countries.
Dynasty Warriors 3 Xtreme Legends is a trademark of KOEI Corporation and KOEI Co., Ltd. ©2003 KOEI Co., Ltd. All rights reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.
The ratings icon is a trademark of the Interactive Digital Software Association.
The patent application claiming "Character Group Battle Method" is pending before the USPTO.



Mild Language
Violence



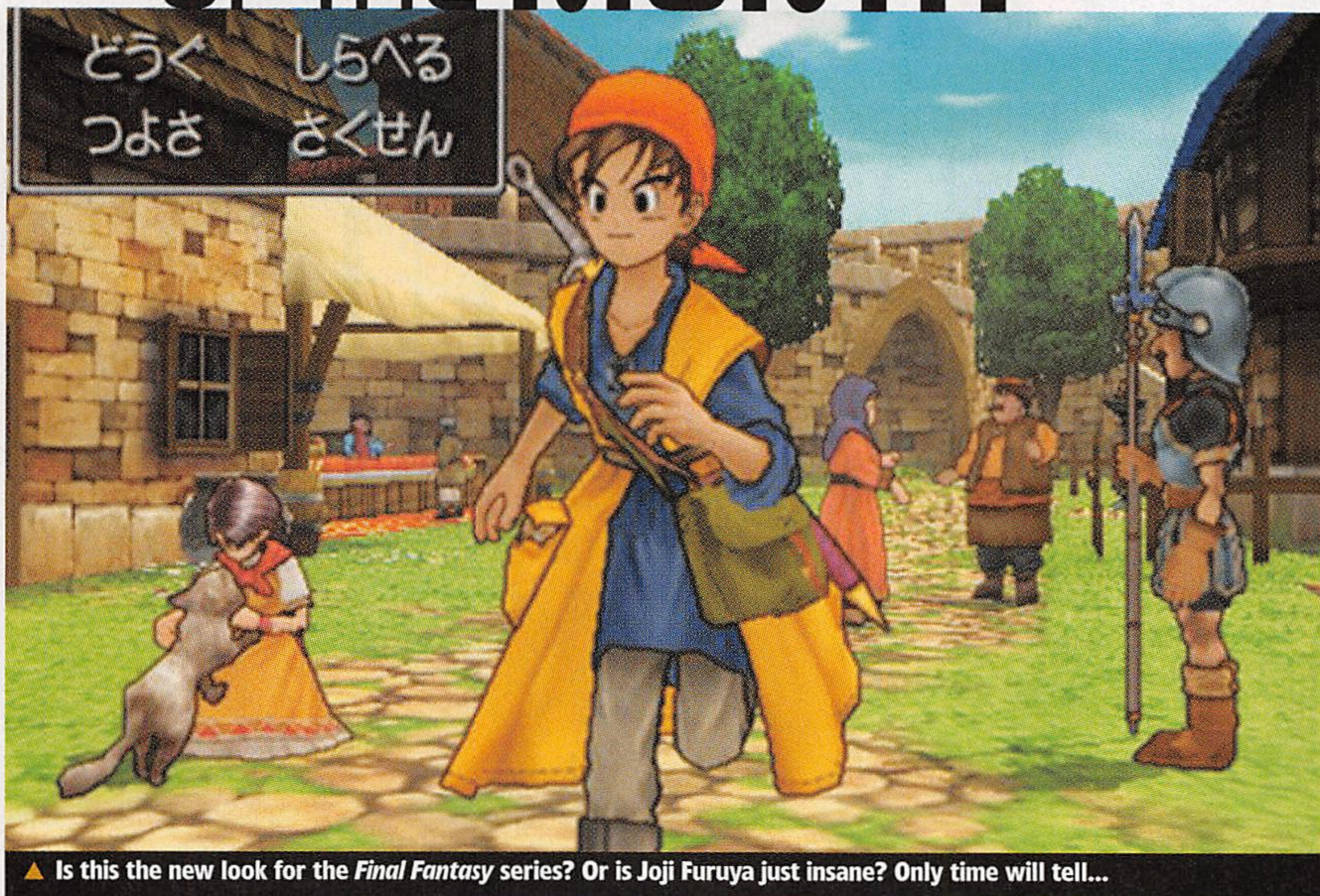
PSM Letters
c/o Future Network USA

150 North Hill Drive
Brisbane, CA, 94005 USA



E-mail:
psm@futurenetworkusa.com

LETTER OF THE MONTH



▲ Is this the new look for the *Final Fantasy* series? Or is Joji Furuya just insane? Only time will tell...

RANDY'S TIP OF THE MONTH:

Here's a trick I've started to use in my daily life, which I call "first-person mode." Instead of simply walking down the street imagining you're seeing yourself from outside your body, "zoom in" to your head and use your eyes to look around. With some practice, you can even do this while moving! Give it a try—you'll be amazed at what you've been missing... people's faces, oncoming cars, and much more!

I am confused right now. With all the talks in different forums, I found out that Enix bought... Square? PLEASE TELL ME THIS IS NOT TRUE! If it is, then what happens next? I don't want *Final Fantasy* looking like a crappy *Dragon Warrior* game. I don't want the graphics on the PS2 looking outdated, like *Dragon Warrior* for the Playstation. If this greatly affects Square, then we may have to revolt against this deal of Square getting bought by Enix. I love *Final Fantasy* and *Kingdom Hearts*! I love the games the way they are.

Joji Furuya, celvine@lycos.com

STEVE The Square/Enix situation is not really a buyout. It's actually a full merger of the two companies. However, since Enix shares were doing better than Square's, that company becomes the controlling section of the end product. However, Square officials still remain in several of the top positions of power. Square Enix, Inc. might be one company now, but the two product lines will still remain quite separate. You won't see very much change as far as the games go. In the extreme of things, Enix might benefit from the higher production values that Square brings to the table. Also, both can now work more effectively towards profitability and bringing games to even broader market. Considering the economic conditions in Japan, right now, I applaud the two companies for coming together and I look forward to seeing what future projects they will announce. You should, too.



▲ Yes, it's the PSM gang and that damn monkey suit yet again... one of these days, this joke is gonna get old...

Nope... No Nudity...

I cannot even begin to understand what was printed in your Holiday 2002 Issue. Please clear this up for me! Best Buy says that they refuse or will not carry any copies of *BMX XXX* for the PS2 unless they censor it? Why? What kind of crap is that?!? That makes me so angry that I am doing the absolute best I can to censor myself at this point! Best Buy wants this game censored? These are the same people that when you walk down where the videos and DVDs are, you will see a little section labeled "Mature". In that section you will find all kinds of things from Playboy videos, to Penthouse, and various Girl on Girl smut! Folks! We aren't just talking nudity here! We are talking about actual softcore porn!! And they refuse to carry one game because of nudity! I would at least like to know if anyone has any idea what the CEOs at Best Buy are thinking.

Jeffrey Herda, jeffdherda@netzero.net

ERIC I think there's a double standard. Nudity (and excessive violence) in movies is fine, but because the mainstream public still insists in believing that video games are kid stuff, it's not okay for them to have excessive sex and violence. Chris just reminded me that some retailers even

TalkBACK

EACH MONTH we post a new question on our website at psmonline.com, and print the best answers here in our Letters section. Give PSM a piece of your mind!

This Month's Question Was:
"Which game genre do you think needs the most work and why?"

It would definitely be the RPG genre. Don't get me wrong, I absolutely love RPGs, hence the reason why I would like to see a "new" one. It's the exact same thing with them all: save the world. -- This is fine and stuff, but they are all way too reiterated now. Same thing everywhere you look... *sigh*

Mena, Santa Ana, CA

With out a doubt, it would be the light gun genre. Besides the game *Time Crisis 2*, games like *Dino Stalker* and *Ninja Assault* can't match X Box's *House of the Dead 3* and that cool gun.

Josh Basseri, Santa Paula, CA

I think that the fighting games should be revamped because nowadays you see to

many fighters that use energy beams coming from your hands an crud like that. It should go back to pure martial arts and focus on counter moves.

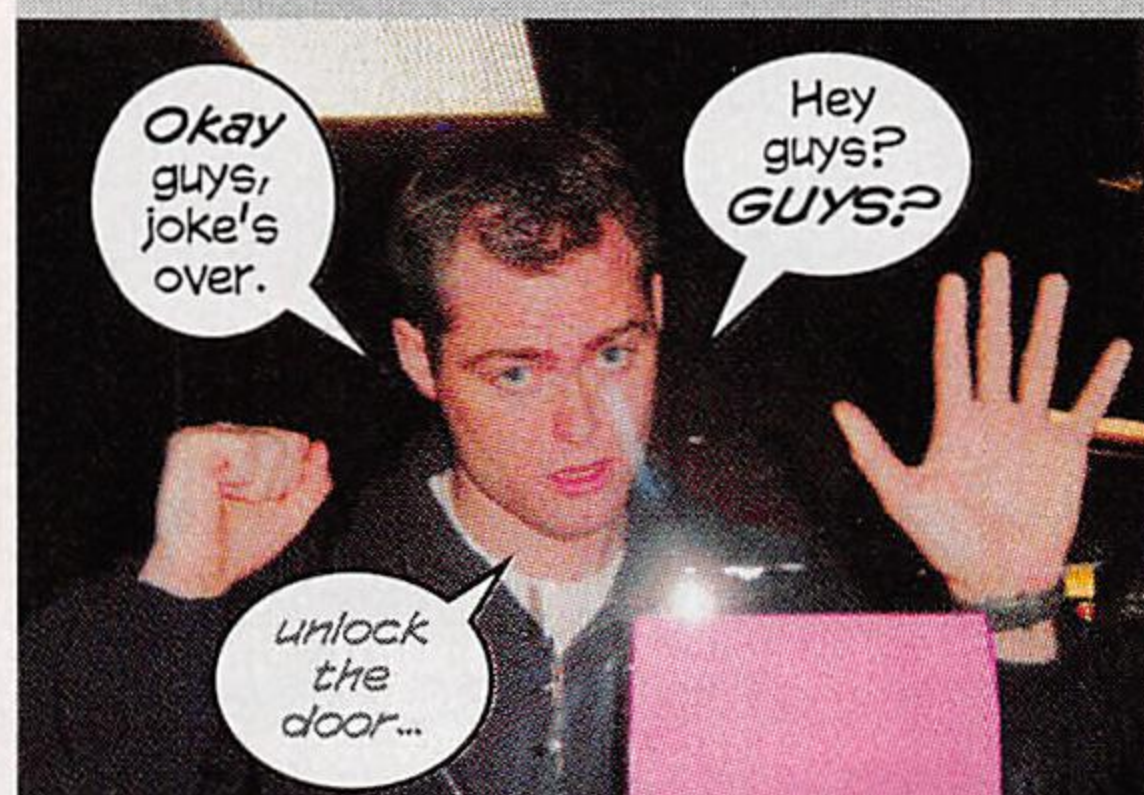
Gino B, Colchester, VT

I think the most genre that needs to be worked on is survival horror. It is getting so boring. I'm looking for a die-hard game,

<< THAT MAKES ME SO ANGRY THAT
I AM DOING THE ABSOLUTE BEST
I CAN TO CENSOR MYSELF >>

DOWNTIME

Hey, only 99% of our time is spent on playing games! We do other stuff, too!



▲ You know, if we keep him out there long enough, he'll start to cry... No, really!



▲ Eric often wears his Army surplus camouflage stuff when he's fifty pages late for deadline...



▲ Who says Christmas dreams don't come true? Randy finally gets his very own Managing Editor!



▲ This just goes to prove that while you can play a DVD in a PS2, you can't "play" a DVD.

refused to sell *GTA III* last year, though most relented when they saw how much money it could make. Eventually, games will be viewed as equal to other forms of entertainment, but until then, you're going to see stuff like this happen. Oh, and for the record, Best Buy wasn't the only retailer to refuse to carry the game, and they shunned the Xbox and GameCube versions as well. It was actually Sony itself that forced the final version to be censored.

Simply Shocking!

During the winter months, I tend to experience an increased number of shocks from static electricity. Last night, when I finished playing *Red Faction*, I turned off my PS2, and then turned off my TV. As the TV screen went blank, a static spark jumped about two feet from my hand with the Dualshock in it to the screen and made a bright spot on the screen. My roommate was there and he saw it, too. Then this afternoon, I was just getting up to turn everything off, when yet another shock went through the console to my hand with the Dualshock in it, but this time Parker went nuts, too. He just kept shooting and shooting the submachine gun until he was out of ammo, and no pushing of buttons on my part would cause him to cease. I figured that it was an odd behavior, but when I went to play this evening, the menu screen came on and kept cycling through the 'New Game' and 'Difficulty Level' screens without end. Again, I couldn't get it to stop by pushing buttons, so I tried unplugging and plugging back in the Dualshock. The same result occurred. I was wondering if you've ever heard of this happening before. I'm sad because my controller is broken, and I didn't do anything to deserve it. If only those electrons would stay balanced, none of this would have happened.

Patrick, pmcalee@unlnotes.unl.edu

STEVE No, I actually haven't heard of anything like that happening. Sure, we may get standard static shocks, from time to time, but nothing to the severity that you are talking about. My advice is to get that Dual Shock replaced right away. There's obviously some sort of short in its wire or some other major problem. As for the

electrons being balanced... that would be great. However, in the great world of ours, even the best electrons can go bad.

He Wants The Real Cars

After reading your article on *Midnight Club II*, I really don't see how true auto-enthusiasts will get into it. Come on, no real cars? Sure, that can work in *Grand Theft Auto*; after all, it's not a RACING GAME, but a racing game to not have the licenses of auto manufacturers is just dumb. That is like playing a football game without having real teams or players. No Marshall Faulk or Dallas Cowboys makes it worthless, no matter how good it plays. It's just not the same. And the reason being because they don't want their cars to take damage? In the same issue you mention *Need for Speed* doing it, and with Ferraris! Forget *Midnight Club*, my money is already waiting for *Auto Modellista*.

Arthur Vega, sportygamer@hotmail.com

RANDY Unlike a pure racing game (such as *Gran Turismo 3*) which is all about recreating real-life cars, *Midnight Club II* is more about the unique gameplay involved in open-ended, city-based racing. While real cars would be nice, I don't think they're absolutely essential to achieve the gameplay that the developers are after. Also, you have to keep in mind that very few publishers get the ability to feature car damage on the level of *Need For Speed: Hot Pursuit 2*.

Pirates and... Emus???

I know you guys are opposed to pirating PSone and PS2 games, but what about emulation on computers for older systems, like SNES and Neo-Geo? Many of these games aren't even published anymore and some of the companies that made them are presently non-existent. I guess it could be claimed that emulation for these systems hurts the gaming industry, but most gamers who are playing an emulated Neo-Geo game would probably rather be playing *Virtua Fighter 4* or *Contra: Shattered Soldier*. Also, the only place to find English versions of some games is on rom sites. While technically still considered "game pirating", do you guys think



▲ Chill out, Arthur! You get to race bikes in *Midnight Club II*. What's wrong with that?

GAMES WE WANT TO SEE

EXTREME DEADLINE

This new game would be based on the idea that the normal sort of deadlines that we face in real life (mailing bills, finishing a magazine) simply aren't extreme enough. Instead, it would present players with a variety of extreme deadlines to meet, such as defusing an atom bomb before its timer runs out, stopping an incoming asteroid before it hits the Earth, and, most harrowing of all, getting all the rowdy partiers out of the house (and cleaning up after them) before your parents pull into the driveway. Can you avoid a real Armageddon?

with no puzzles, just lots of horror. I'm sure that is what everyone else wants also. P.S. Bill you're THE BOMB!

Billy Yielding, Belvedere, IL

I think that the genre that needs to be reworked the most is the fighting genre. Specifically that of the 2D fighters. It seems that nowadays all companies put

into 2D fighters are a couple of flashy backgrounds and a boatload of characters. If games such as *Shinobi* and *Rygar* can make a comeback, then why can't old school fighting games, like *Street Fighter* (Not EX3, that piece of garbage)?

Lamar Okpara, Cleveland, OH

RPGs are good, but they need to be more

interactive in battle, like *Kingdom Hearts*.

Roque Eballo, Hercules, CA

I really think the Fighting genre should be worked more on. It seems that a majority of the fighting games are the same, only with different people. There are some good fighting games out there, but all the series are taking small steps rather than

big ones. Even *VF4* wasn't a big "come-back". I think there should be more fighting elements in the games, more like street-type things and environmental stuff. Plus more worthwhile extras and mini-games. Plus better storylines and above all, a Tag feature!!! And that tag feature should be worked on as well...

Tony Koval, Chicago, IL

HARDCORE

Red Flag?

Why is *Soul Calibur 2* as high as it is on your Most Wanted Games list? I go to arcades every other day and I stay for hours. I've NEVER seen anyone play it. Isn't that a red flag of what the PS2 games sales are going to be?

Chris Elway,
milkpudding666@yahoo.com

STEVE Well, the reason we think so highly of *Soul Calibur 2* is because the original title and *Soul Blade* were both so great. Easy to get into and featuring beautiful visuals, both titles had a large level of depth, as well. I still prefer the *Virtua Fighter* series, but I definitely consider Namco's weapon-based fighters as some of the finest titles in the genre. And, I wouldn't consider the arcade as a basis for the success that the game might or might not have on the consoles. Take *VF4...* in the U.S., the series has never been very popular in the arcades. However, it went on to sell extremely well on the PS2. The simple fact is that fewer and fewer people go to the arcades, so you can't use that as any sort of indicator. I expect that *Soul Calibur II* will go on to become one of the best-selling fighters on the PS2. Mark my words.

emulation really hurts the game industry more than it helps gamers?

Rick Tanner, zintheus@msn.com

ERIC It's a very sticky issue, because there are many cases where someone still holds the copyrights to even very old games, and can theoretically lose money to emulation even if the games aren't readily available any longer. However, to answer your specific question, I don't think that the vast majority of publishers would care at all about emulators if they stayed a couple generations behind current technology. A gamer firing up a Genesis emulator now

Quest games! DAMN MINKEYS!

Phil Hutch, Nowhere, AL

I think the strategy genre could use some work. Everything's getting too weird, what happened to the good ones like *Command & Conquer*, *Warcraft*.... I mean, come on PS2!

JEDMANI, Dade City, FL

RPGs need to be reworked the most. Most of the major titles follow the same formula, and all include random battles. Almost all of the RPGs that seem promising and different, are usually flawed by low budget programming, or pure lack of fun. Hopefully Square tries to be a little more innovative in the next few installments of the *Final Fantasy* series, *FF11*

seems very promising. Enix's *Star Ocean* should be one of the few RPGs to innovate. Hopefully more of an effort is put into innovating RPGs this new year.

Korey Devening, Herrin, IL

RPGs! Sheez! "Young boy who doesn't know he has great power; Please rescue the beautiful maiden by defeating the evil

tyrant and his dragon after collecting the key to the tower located in a bathroom near the Inn near the Town of Chewandswallow..." It's the same old washed up story! What about a dark hero or a female that kicks rear... Oh, come on! Yuna wouldn't really use guns! Don't just change characters!

Philip Hanan, Berea KY

ASK THE 800-LB. GORILLA

Poked in the eye!



I am really bad at videogames. I can't find any RPGs that I don't have huge trouble with. I keep having to get my sister to play for me. Help me find a simple game.

Deni, theoddoneintheback@hotmail.com

BILL Deni, it sounds like you're the guy *Tic Tac Toe* was invented for! You and your sister will have hours of fun! Of course, if you're looking for a fun game you can play by yourself, I'd like to suggest either *I Can Count To Five!* or *Magic Hammer And My Evil Forehead*. Remember, it only hurts until you stop!

Hello! I just came over from France and I was wondering, why doesn't my PS2 talk to me? Back in France, after dinner I had quite some wine and I would walk into my room, and my PS2 and I would start talking. Now that I

have to be 21 to drink, my PS2 has not talked to me since the last time I was drunk. Why?

Jacque, Chipper2245@aol.com

BILL Well, Jacque, the answer is as plain as the nose on your face: you're a Cheese-Eating Surrender Monkey! There's nothing you can do about it, either. It's a French thing— always has been, always will be. Now that your PS2 is in America, it doesn't have to put up with your sour wine (or is that whine?) and your stinky, runny cheese! On the plus side, though, at least it isn't steam powered, like the British PS2...

Have a question that requires a thoughtful, adult answer? Send an e-mail to bdonohue@futurenetworkusa.com, with "800-LB. Gorilla" in the Subject Line.

and then rarely costs anyone a dime. But when you can emulate current systems and thus avoid buying products that are still in every software store in the country, it allies emulation with serious piracy, such as warez sites where you can download new games before they're even released. Then it's a big deal, because that's what costs publishers billions of dollars a year and has a rippling effect throughout the entire industry.

He's Not All There

Is Randy losing brain cells? His tip of the month for the holiday issue was almost the exact same thing as October's. Does he need some more shock treatment?

Brandon, Brandomania5@aol.com

RANDY What you noticed was the result of a process I'm currently developing, whereby I actually write all of my tips 30 years from now and have them transmitted to the appropriate issue in the past. Unfortunately, my current self must not have written legible instructions to my future self, so this distant Randy inadvertently flagged the tip to run in both the October and Holiday issues. Rest assured that we're aware of the problem, and that highly-trained men in

very expensive suits are working diligently to protect me from any liability that may result from them.

Hooray For Hollywood

Is it just me or does anyone else think that it is awesome that Hollywood has now come to embrace videogames as a viable art form and the next wave of mainstream entertainment? With games like *Kingdom Hearts* & *GTA: Vice City*, games have finally evolved into the next generation. Even games like *MGS2* have Hollywood composers to fill out the sound tracks. It is so refreshing and gives those who have grown out of videogames a reason to come back. However, retailers don't seem to feel the same way and still view games differently from films. Games like *BMX XXX* seem to be more controversial than *American Pie*? How is this? Will PS2 gamers ever see a director's cut of this game featuring nothing more than the original content or will we just have to count this as a loss?

Josh Bartman, Weequay427@aol.com

STEVE We're all hopeful that the videogame market will grow to a level of maturity that is at least equal to that of the movie industry. It's not going to happen right away, though. It's only been really recently that we've seen a large influx of

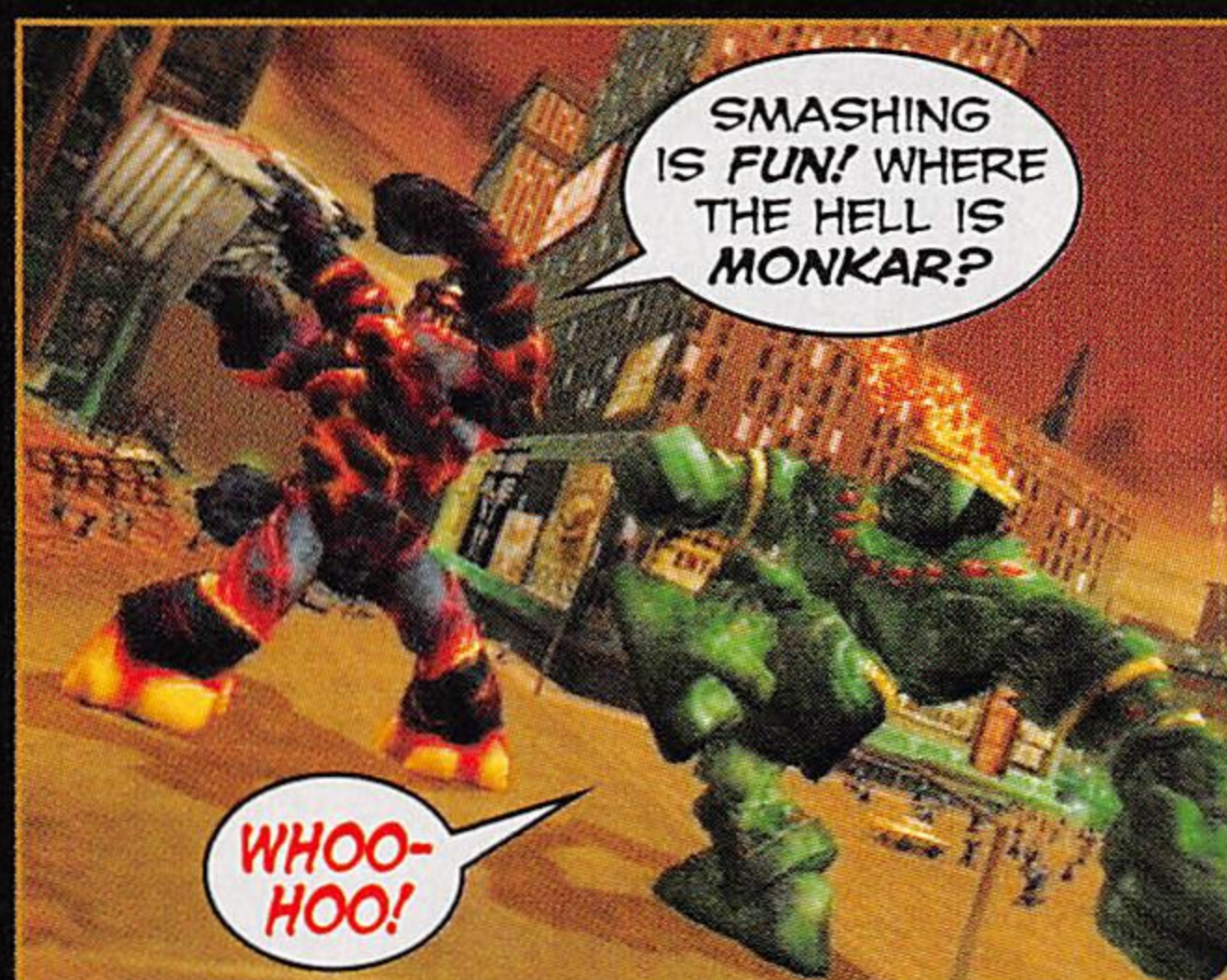
WHERE ARE THEY NOW?



ALUCARD Having battled his own father, the evil Count Dracula, in *Castlevania: Symphony of the Night*, Alucard went on to father his own son, named Racad. "He's a good kid," says Alucard, "but I often worry that he may have inherited some of his grandfather's traits." Alucard also expressed concerns about the boy associating with the Belmont kids down the road. "He says I'm being overprotective, but they just seem like trouble, what with the whips and all."

smart bomb

ALL WORK AND NO PLAY...



mature titles in the console world. Sure, there have been some here and there, but a large majority of the titles haven't been released until the last couple of years. However, for this to continue to grow, we will need to see more titles that are actually good and aren't just shallow showcases for nudity and language. If the underlying experience is solid, then I think we can expect to see the mature titles continue to sell large numbers over the coming years.

Hooray For Hollywood

Am I the only person out there who immediately realized that *RAD: Robot Alchemic Drive* is a blatant remake of a Japanese PS1 game called *Remote Control Dandy* (At least I think that was the title)? There was a playable demo of it on one of the old PlayStation Underground discs (no plug intended). I played it for about 12 seconds before I accidentally made my robot demolish a city block, and my jaw hit the floor. I couldn't understand a word of it, but it gave me more of a power rush than anything else I'd ever played. The premise, control scheme, and even the human controller/camera system were nearly identical to what I've read about *RAD*. I've been waiting for months for one of you guys or your readers to mention the similarities, but it's just not happening. Am I the bearer of privileged information? Do I win a prize? Am I special? Where the hell can I find *Remote Control Dandy*? Who took my pants?

Stephen Richie,
colin_in_sick@yahoo.com

ERIC Okay, we'll knock these out in order. First—yes, you may actually be the only one who noticed this. However, it makes sense because *RAD* developer Sandlot is formed largely of former employees of Human, which developed *Remote Control Dandy*. Good job connecting those dots. Second—not privileged, just obscure. For comparison, knowing Randy's ATM code is definitely privileged... or so he thinks. Third—Prize? Ummm... You want Randy's ATM code? Fourth—Maybe. It all depends upon your definition of the word, doesn't it? Fifth—try an importer like www.ncsx.com for the Japanese version (there is no US version). Or just buy *RAD* to support Enix for bringing it over. Lastly—ewwww.

Oh No! Oh No! A Dirty Word!

How far will developers go? Are they seriously that driven to include such a thing? What I am talking about is Rockstar North. In *GTA: Vice City*, I noticed that "F***" was never spoken. Well, it sure as hell was written in many places. I found four different places where it was written so far, and I'm sure there are more. One was written on a poster inside Phil Cassidy's trailer. The others were in dark alleys and I'm sure more will pop up. My point here is this: when will developers raise it to the next level? Do you think explicit language like F*** will ever be spoken in a game? I wonder. And am I the only one that found this graffiti?

Ray Sellitto,
Nemesis956@aol.com

TECH TALK

Adapter Off Line!

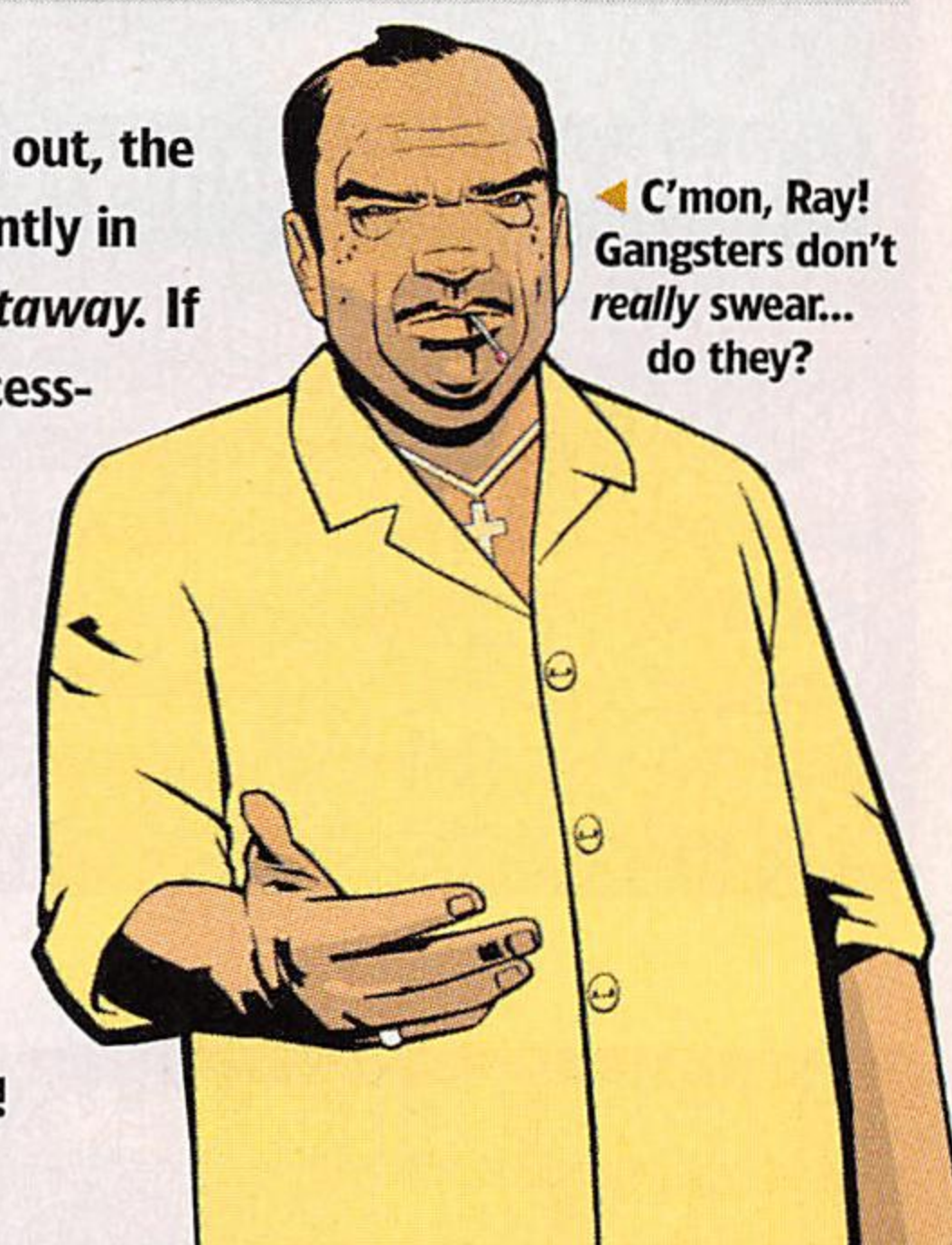
I just purchased a Network Adapter and I've been trying to set it up so that I can use my AOL High Speed Broadband Connection. But after several phone calls to Sony and AOL, I was told that AOL Broadband isn't yet equipped (or set up) so that it can operate with the network adapter. The dial up works fine, but if you've got a game like *SOCOM* which requires Broadband, then what do you do? Do I have to switch to another Broadband service provider? Or is there another way to deal with this? Also, am I the only one with this problem?

Ryan Lewis, GenuineFilmLover@aol.com

STEVE Currently, it appears that AOL Broadband is not compatible with the Network Adaptor. However, they are working hard to correct that. You should call the support number listed in the back of the Network Adaptor's manual to see how the progress is going. We'll keep our fingers crossed!

STEVE Well, unless it's taken out, the "F-word" is said quite frequently in Sony's upcoming title, *The Getaway*. If that game ends up being successful, then more developers might not be so afraid to use more colorful language in their own titles.

BILL Personally, I think graffiti like that in games shows a developer's immaturity. "Ooh, look at me! I can say bad words!" Geez...



This one's a no brainer. Obviously the Fighting Genre needs much improvement and needs to be reworked because everything is the same, especially *Tekken 4*. They need to mix it up, like cooler camera views, or more unique moves, stuff like that.

Julian Des Marais, LA, CA

It's gotta be RPGs, 'cause if you've seen one, then you've seen em' all. But they're still great.

Dylan Duval, Winnipeg, AE

I'd have to say this whole fps category. Every game is pretty much the same, shoot, reload, shoot, snore, boy it's enough to make me sick. The only one

that had something different was *Red Faction*, but its sequel stank (in single player mode, anyway)

Peter Sieburg, Syracuse, NY

Adventure titles all the way! The games I played (such as *Jak and Daxter*) are either too short or too slow. They need to be faster paced and have better levels.

Michael Crawford, Lebanon, MO

I think puzzle games have gotten tired. You just sorta... figure things out. Line up blocks. Exciting! I really think platforms would revitalize this genre. Maybe some of the platforms could move around to add "puzzle difficulty."

Shinobi Wade, San Jose, CA

NEXT MONTH

ENTER THE MATRIX

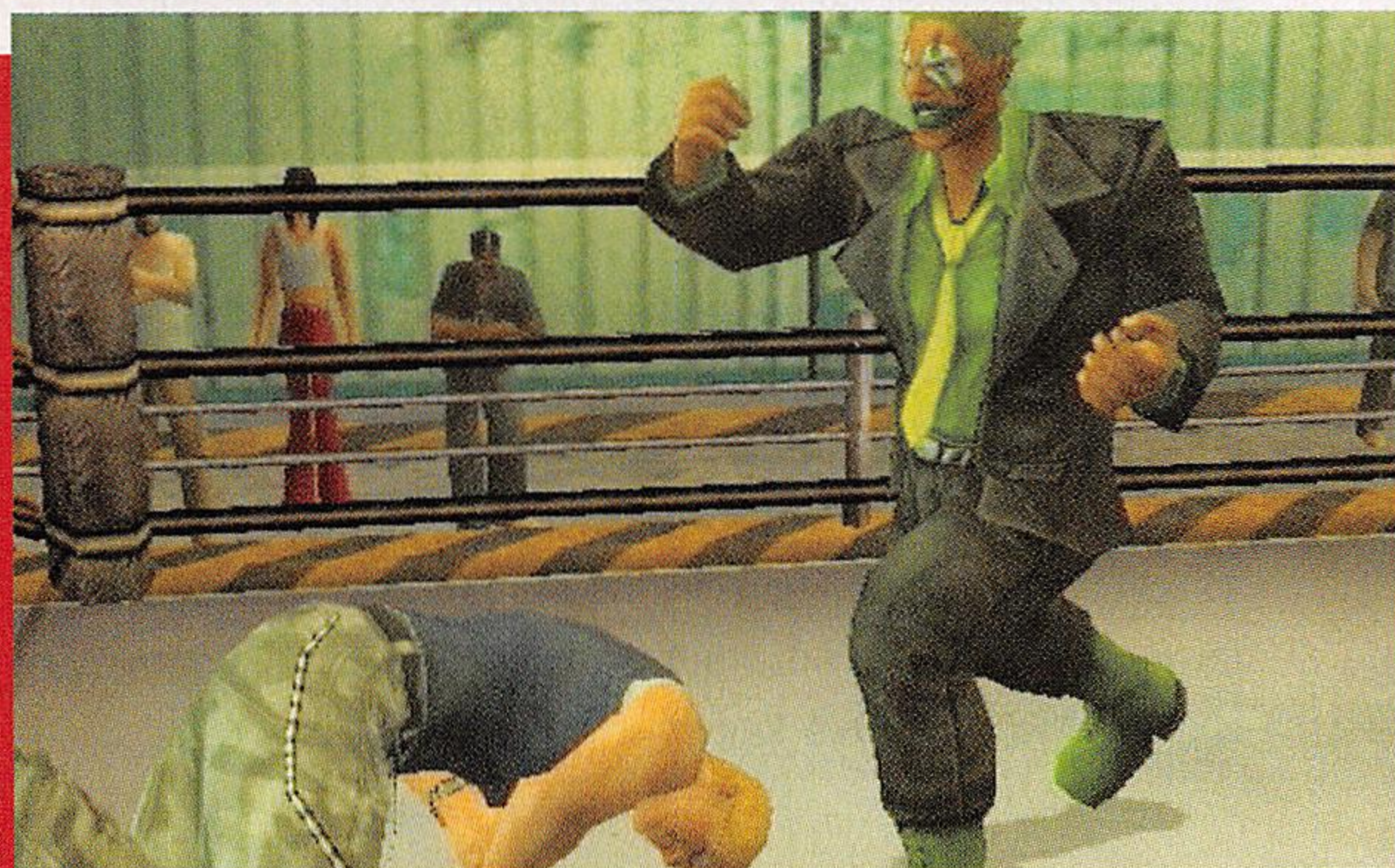
That's right, next month we're serving up the exclusive full scoop on the PlayStation 2 *Matrix* game! You can look forward to tons of in-game action screens, full disclosure on every feature, and other secrets that will blow you away!

PSM MAKES GRAND THEFT AUTO 4

Since you sent us such overwhelming feedback on our "PSM Makes the Ultimate RPG" feature, next month we're brainstorming ideas on how to make the *GTA* series even better. Having just finished *Vice City*, we're chock full of ideas...



WRITE THIS CAPTION!



▲ WRITE A FUNNY CAPTION FOR THIS PICTURE!

Jot down a funny caption for the above screen, and if we like yours the best, we'll send you a PSM Prize Pack filled with cool PlayStation 2 goodies! Just send an e-mail with your entry to psm@futurenetworkusa.com, with the subject header "PSM Caption #68" (or send your entry to **PSM Caption #68, c/o Future Network USA, Brisbane, CA 94005**). Be sure to include your full name and address so we can contact you if you win!

AND THE WINNER IS...

CHAD BAKER of Des Moines, IA, is the winner of our November Caption Contest (you can check out his winning caption below). Chad, your PSM Prize Pack is on the way!



3 YEARS AGO IN PSM... February, 2000 Syphon Fil... ter... (YAWN)

The cover for our February 2000 issue was an exclusive first-look at *Syphon Filter 2* for the PSone, which we figured you guys would go crazy over. Unfortunately, judging by that issue's sales numbers, most of you just didn't give a crap. Ah well, live and learn.

We continued to track the development of a mysterious new system known as "PlayStation 2", showing dozens of really purdy screens of upcoming titles like *Tekken Tag*, *Ridge Racer V* and more.

It was around this time that we could really tell that enthusiasm for the original PlayStation was slowing down, and "PS2 fever" hadn't really kicked into gear yet. Man, that was a dull period. Sure makes us glad to live in the world we're in now!



EDITORIAL STAFF

Chris Slate Editor-In-Chief
Stephen Frost Senior Editor
Bill Donohue Managing Editor
Randy Nelson Reviews Editor
Eric Bratcher Associate Editor
Gary Liew Associate Art Director
Editorial Contributors Douglass Perry, Jeremy Dunham, Thomas Layton, David Smith, Mike Wiley
Cover Illustration Jo Chen

PRODUCTION STAFF

Richard Lesovoy Production Director
Larry Briseno Production Coordinator

CIRCULATION STAFF

Kate Bailey Group Circulation Director
Amy Nibbi Subscription Director
Mimi Hall Newsstand Marketing Manager
Janet Amistoso Direct Marketing Specialist

ADVERTISING STAFF

Andy Swanson Associate Publisher
aswanson@futurenetworkusa.com (415) 656-8749
Stacy Bremmer Southwest Sales Manager
sbremmer@futurenetworkusa.com (562) 983-8078
Nate Hunt Southwest Account Executive
nhunt@futurenetworkusa.com (415) 656-8536
Michelle Torrey Bay Area Sales Manager
mtorrey@futurenetworkusa.com (415) 656-8533
Shawna Rogers Bay Area Account Executive
srogers@futurenetworkusa.com (415) 656-8558
Dru Montgomery East Coast/NW Sales Manager
wlau@futurenetworkusa.com (415) 656-8405
Holly Neal East Coast/NW Account Executive
hneal@futurenetworkusa.com (212) 768-2966
Carrie Michaelson Ad Services Manager
cmichaelson@futurenetworkusa.com (415) 656-8422

PSM Customer Care

P.O. Box 5154
 Harlan, Iowa 51593-0654
 1-800-477-0484

For Subscription Problems Only!
psmcustserv@cdsfulfillment.com
<http://service.futurenetworkusa.com/>

PSM: 100% Independent PlayStation 2 Magazine is published 13 times a year by The Future Network USA, 150 North Hill Drive, Brisbane, CA 94005, USA. Periodicals postage paid in Brisbane, CA and at additional mailing offices. Newsstand distribution is handled by Curtis Circulation Co. Ride along enclosure in version "B". Basic subscription rates: one year (13 issues) \$20 U.S., Canada \$34 U.S. (Canadian price includes GST (GST #128220688), foreign \$44 U.S. Prepaid in U.S. funds only. POSTMASTER send changes of address to PSM—100% Independent PS2 & PlayStation Magazine, P.O. Box 5154, Harlan, Ia 51593-0654. Copyright 2002, The Future Network USA. All rights reserved. Reproduction in whole or part is prohibited. The Future Network USA is not affiliated with the companies or products covered in PSM.
 PRODUCED IN THE UNITED STATES OF AMERICA.
 CPC Int'l Pub Mail # 1195484.



The Future Network USA, 150 North Hill Dr.,
 Brisbane, CA 94005
 (415) 468-4684
www.futurenetworkusa.com

Chief Executive/Future President	• Greg Ingham
Vice President/CFO	• Jonathan Bint
Vice President/HR	• Tom Valentino
Vice President/Circulation	• Steve Leibman
General Counsel	• Holly Klingel
VP/Editorial Director	• Charles Schug
Group Publishing Director	• Matt Firme
Director of Central Services	• Simon Whitcombe
Marketing Manager	• Nancy Durlister
Marketing Manager	• Katie Cole
	• Anika Cunningham



The Future Network serves the information needs of groups of people who share a passion. We aim to satisfy their passion by creating magazines and websites that offer superb value for money, trustworthy information, multiple ways to save time and money, and are a pleasure to read or visit. This simple strategy has helped create one of the fastest-growing media companies in the world: we publish more than 100 magazines, 20 magazine websites and a number of web networks from offices in five countries. The Future Network is a public company quoted on the London Stock Exchange (symbol: FNET).

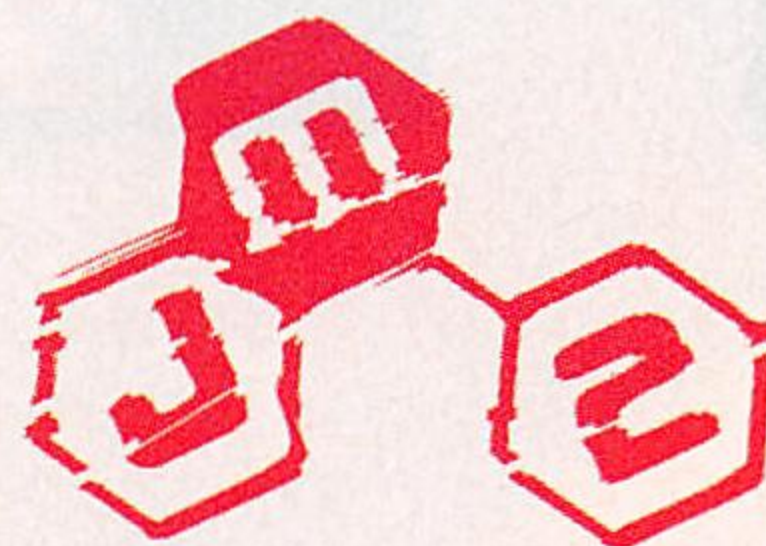
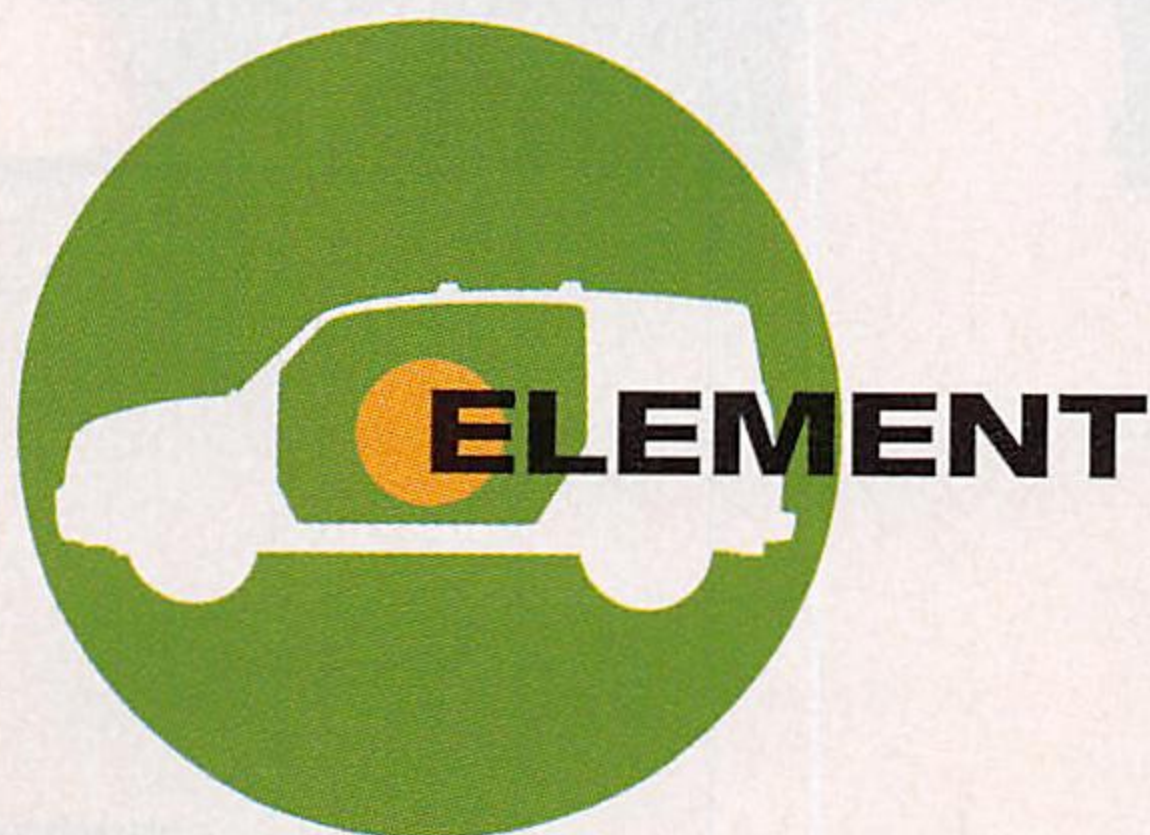
Media with Passion

Bath London Milan Munich New York
 Paris San Francisco

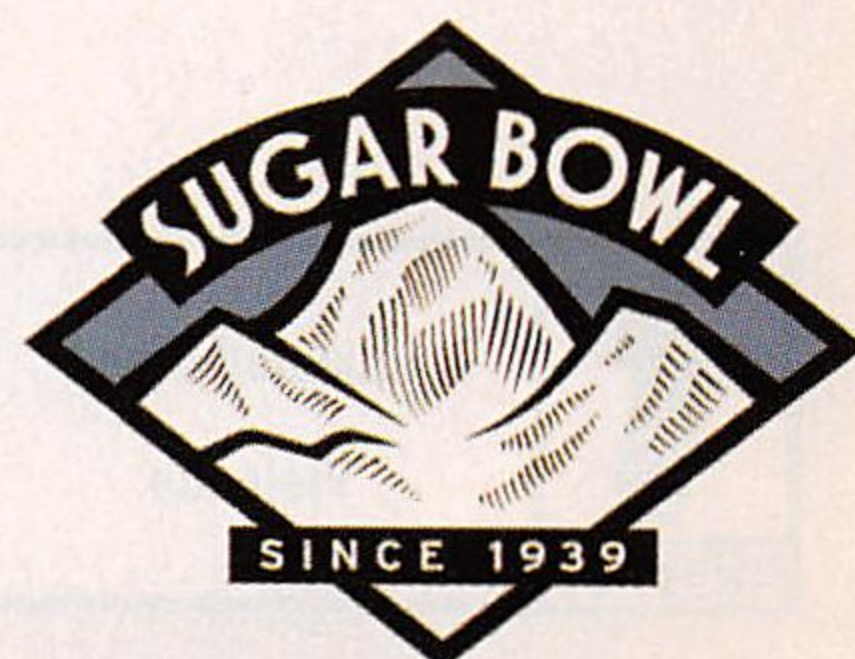
Look Up and See Brilliant Stars



See America's Olympic snowboarding heros and the rising stars of tomorrow at the 2003 Honda Element American Snowboard Tour. You never know when you'll catch a star.



January 21 & 22



March 1 & 2

PAUL MITCHELL

R i d e r ' s C u p

February 22 & 23

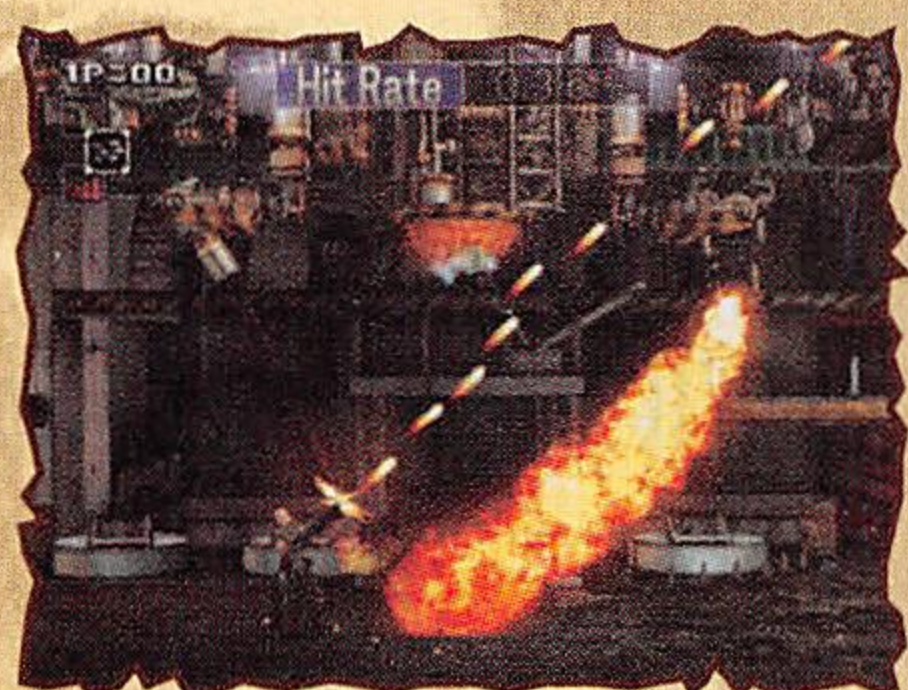
www.americansnowboardtour.com



www.konami.com

**"THE GREATEST ACTION SERIES OF ALL TIME MAKES
ITS TRIUMPHANT RETURN" *PLAY***

"TOP 5 PS2 GAMES" *EGM*



Animated Blood
Violence

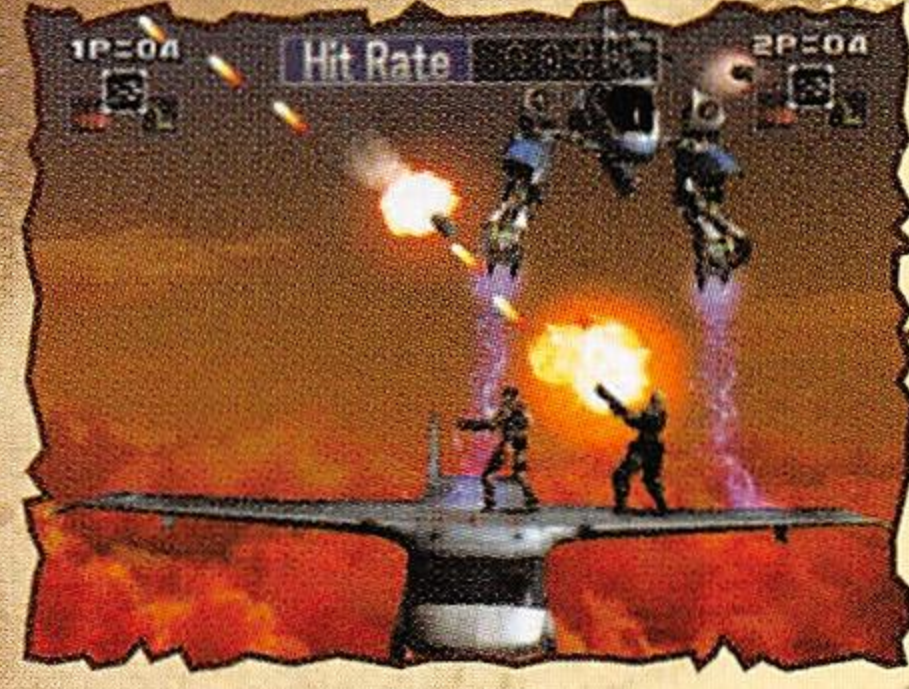
GAME BOY ADVANCE

PlayStation®2



CONTRA SHATTERED SOLDIER™ and CONTRA ADVANCE THE ALIEN WARS EX™ are trademarks of KONAMI CORPORATION. KONAMI® is a registered trademark of KONAMI CORPORATION. © 1987 2002 KONAMI & KONAMI COMPUTER ENTERTAINMENT TOKYO ALL RIGHTS RESERVED. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, and Game Boy Advance are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association.

THE ULTIMATE RUN AND GUN SHOOTER RETURNS



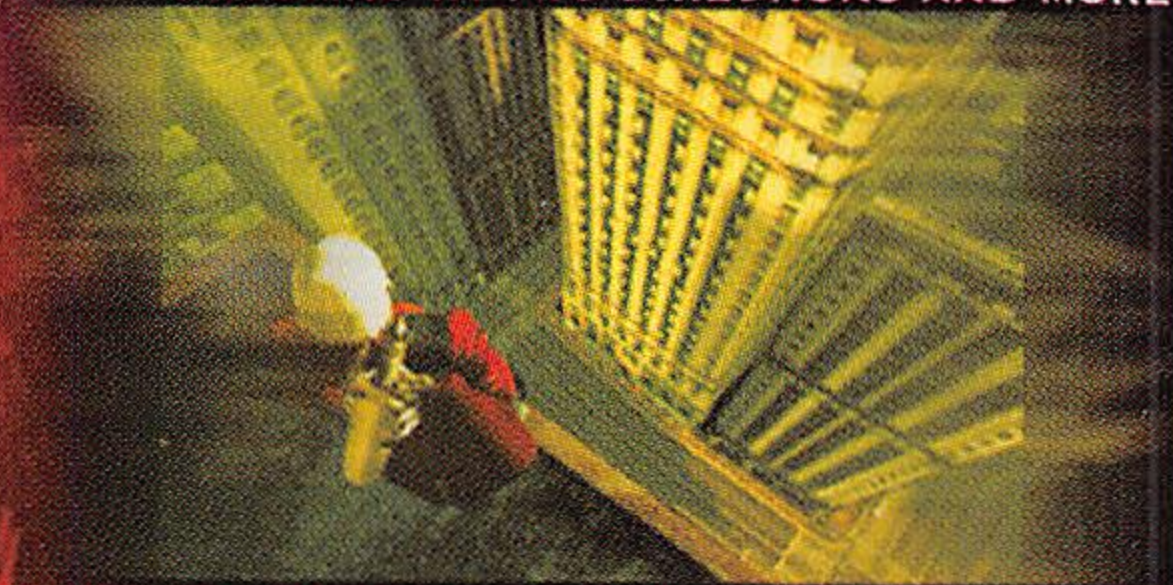
CONTRA

SHATTERED SOLDIER™

COOLER THAN HELL



• DANTE ROCKS WITH NEW ACROBATIC AND ASS-KICKING MOVES - RUN AND JUMP ON WALLS, AERIAL KICKS, SIMULTANEOUS SHOOTING IN TWO DIRECTIONS AND MORE!



• DANTE IS BACK IN THIS STYLISH ACTION-THRILLER AND SEQUEL TO THE PHENOMENAL DEVIL MAY CRY!



• PLAY AS DANTE OR THE MYSTERIOUS AND SEXY LUCIA...THE NEWEST MEMBER TO THE DEVIL MAY CRY SAGA.



• JAW-DROPPING GRAPHICS AND ANIMATION. BATTLE IN MASSIVE ENVIRONMENTS FILLED WITH WRETCHED ENEMIES AND ATMOSPHERIC SPECIAL EFFECTS.

DEVIL MAY CRY 2

AVAILABLE NOW!

THE KILLER SEQUEL
TO THE BLOCKBUSTER DEVIL MAY CRY



Blood
Violence

CAPCOM
CAPCOM.COM

PlayStation®2

